

PRIMA'S OFFICIAL STRATEGY GUIDE

VITAL
MAPS!



MAFIA™



primagames.com®



This game has received the following rating from the ESRB



MAFIA™

Prima's Official Strategy Guide

Matthew K. Brady

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(800) 733-3000

www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2002-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Jill Hinckley

Senior Project Editor: Brooke N. Hall

Editorial Assistant: Tamar Foster

©2002 Mafia, Illusion Softworks a.s., Illusion Softworks and the Illusion Softworks logo are trademarks of Illusion Softworks a.s. Gathering of Developers, the Gathering of Developers logo, Take 2 interactive Software and the Take 2 logo are all trademarks of Take 2 Interactive Software. All other trademarks are properties of their respective owners. Developed by Illusion Softworks a.s. Published by Gathering of Developers. All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

ISBN: 0-7615-3258-7

Library of Congress Catalog Card Number: 200110738



Contents

CHAPTER 1:	Beginnings1
CHAPTER 2:	The Lay of the Land3
CHAPTER 3:	Getting Places—Movement and Action in <i>Mafia</i>12
CHAPTER 4:	The Goods—Weapons and Items in <i>Mafia</i>17
CHAPTER 5:	Wheels—Vehicles in <i>Mafia</i>22
CHAPTER 6:	Strategies for <i>Mafia</i> Missions30
CHAPTER 7:	Tommy's Story I—Welcome to the Family34
	Mission 1: An Offer You Can't Refuse34
	Mission 2: The Running Man41
	Mission 3: Molotov Party51
	Mission 4: Ordinary Routine57
	Mission 5: Fair Play66
	Mission 6: Race Day72
CHAPTER 8:	Tommy's Story II—Life Gets Complicated76
	Mission 7: Sarah76
	Mission 8: The Whore88
	Mission 9: A Trip to the Country100
	Mission 10: Omerta107
	Mission 11: Visiting Rich People116
	Mission 12: A Great Deal123
CHAPTER 9:	Tommy's Story III—A Way Out129
	Mission 13: Bon Appetit!129
	Mission 14: Happy Birthday!136
	Mission 15: You Lucky Bastard!142
	Mission 16: Crème de la Crème153
	Mission 17: Election Campaign157
	Mission 18: Just for Relaxation164
	Mission 19: Moonlighting170
	Mission 20: The Death of Art176
CHAPTER 10:	Subquests and More—Getting the Nice Cars185



1. BEGINNINGS

Lost Heaven is full of many things, but as mobster Tommy Angelo knows, there are precious few angels. As a disillusioned member of La Cosa Nostra, Tommy is looking for a way out, along with a way to burn the family to the ground. He's got one chance to get out of this alive, and it's up to you. If you succeed, Tommy lives happily ever after. If you don't, the fish in the harbor have a new neighbor.

Mafia has a unique structure. Paced and constructed like a movie, the action of the game is played in the past. As you see in the opening cinematic, the framing sequence of the game is set in 1938, but Tommy's career with the family begins in the early '30s. The game begins as Tommy describes his history with Salieri to Detective Norman, a cop who wants to take down Salieri and see his organization in ruins.

You see Lost Heaven through Tommy's eyes. Tommy's had a good run with Salieri and has seen him through good times and the bad. Getting into the family when he was young, Tommy played a role in Salieri's legitimate businesses and his shadier dealings; from driving getaway cars and assassinations to bombings and robbery, Tommy has a hand in all of Salieri's "business."

But working for La Cosa Nostra stains Tommy's soul. Innocent people die, he makes mistakes, and what Salieri once described as family to Tommy has come to mean something completely different. Although Tommy once thought of himself as a close relative, he's come to realize that he and his fellow "family" members are expendable pawns to Salieri.

The good in working for Don Salieri turned to bad. Double crosses and hidden truths became the rule of the day as Tommy learned that after you join La Cosa Nostra, the only way out is in a six-foot pine box.

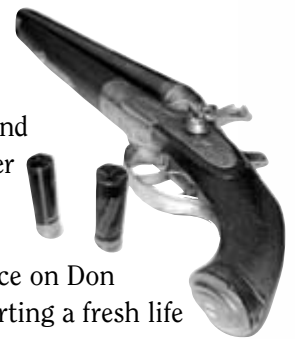
Tommy needs Detective Norman's help. By turning state's evidence on Don Salieri, Tommy has a chance at leaving the family behind and starting a fresh life with his wife and daughter—somewhere far from Lost Heaven and the corruption and filth that ooze from the streets.

As Tommy tells his story to Norman, the game unfolds. You must keep Tommy alive throughout his career with the family. And being a mobster in Lost Heaven isn't an easy occupation.

While the end point of the adventure seems set, don't be fooled. There are many ways to die, from catching a bullet in the chest, to a baseball-bat beating from rival gang members. Every turn in the game yields more danger as Tommy's life spins out of control.

Tommy's life in the Mafia is summed up in 20 missions and subquests, many with multiple outcomes dependent on his choices. Be a nice mobster, and innocents rarely will be harmed. Be amoral, and you'll cut a swath of destruction across Lost Heaven that, while it earns you a reputation, draws attention from police and other families. Your life as a mobster can be easy or hard, short or long; the choices are yours.

Choose wisely. Dying is easy in Lost Heaven. Living to see another day is the real chore, especially when you're in the Mafia.





2. THE LAY OF THE LAND

TOMMY ANGELO AND THE FAMILY

A good man at heart, Tommy Angelo was drawn into the Salieri family by accident of location one night in Hoboken. Since that initial meeting, Tommy shed his taxi-driving job, and is now one of Don Salieri's men, taking care of the family's "business."



Siding with Salieri partly from necessity and partly to get ahead, Tommy joined one of Lost Heaven's two preeminent crime families. Salieri's influence and control extends from his restaurant and bar in Little Italy to the blue-collar neighborhoods of surrounding areas.



Salieri runs his territory like a gracious Italian father—he looks out for people who live in his “borders” and deals harshly with anyone who threatens the peace or security of his extended “family.”

While a benefactor, Salieri also has his hand in virtually every vice in the city, from illegal alcohol to gambling—but not drugs. La Cosa Nostra has strict rules about dealing drugs, and those are never to be violated.

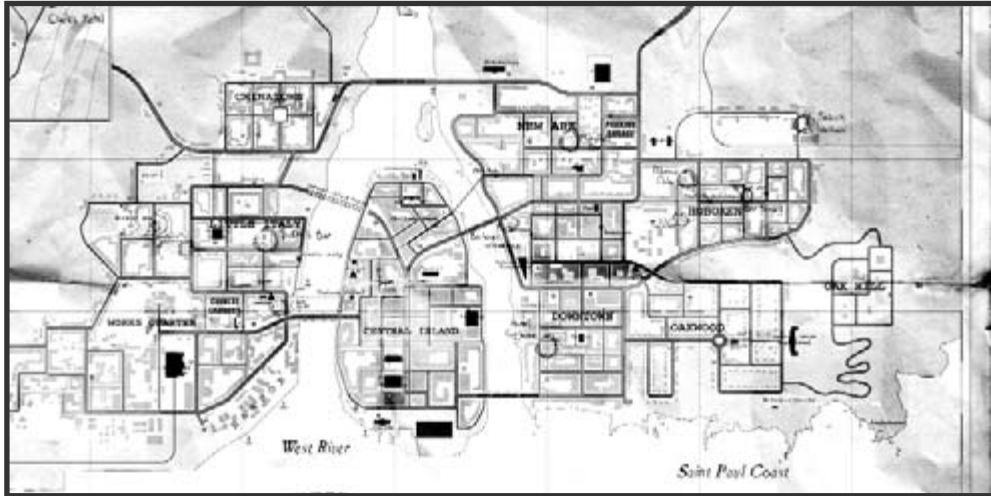
Loyalty is chief among the attributes that make a success in Salieri's family. Tommy learned early that if you want to go places, you should do what you're told without question or hesitation. Save emotions for your wife—when the Don asks you to do something, it's just work. A conscience in this business will kill you someday.

Most interactions between Tommy, Salieri, and other family members take place through the cutscenes—learn from them. Don Salieri doesn't tolerate failure, so always listen to his instructions, and carry them out to the letter. Displease the Don and you end up on the business end of a shotgun.

TOMMY'S RISE AND FALL

Throughout the game, you assume the role of Tommy Angelo, charting his ascension through the ranks of Salieri's men and his ultimate betrayal after he can no longer ignore his conscience.

Make no mistake—Tommy is no innocent in this world. He chose to join Salieri and has committed numerous crimes, from petty theft to murder, at the Don's request. While Tommy ultimately seeks judgment on Don Salieri, judgment comes looking for him as well.



THE TERRITORY

Lost Heaven encompasses roughly twelve square miles and is broken into nine areas: the works quarter, Little Italy, Chinatown, Central Island, New Ark, Hoboken, Downtown, Oakwood, and Oak Hill. The working class live mostly in Little Italy, Hoboken, Chinatown, and New Ark, while Oakwood and Oak Hill are upper-class neighborhoods.

Three factions control the city—Don Salieri, Morello, and the police. All three are powerful, brutal, and corrupt, but the balance of power between the three keeps the city peaceful. No one group is powerful enough to overtake the others, and because Salieri and Morello are organized crime families, an alliance with the police by one to overtake the third is extremely unlikely.

Salieri primarily controls Little Italy, Chinatown, and the works quarter, while Morello runs Hoboken and parts of New Ark, and the police keep a tight control on Downtown, Central Island, Oakwood, and Oak Hill. That's not to say you'll have difficulty traveling through those areas—just that if you ever need a safe haven, head for Salieri's part of the city.

Lost Heaven always buzzes with activity any time of the day or night, and you can always spot residents on the sidewalks, going to or from work or play.



TOMMY'S ALLIES

Paulie: One of the two gangsters who found Tommy that night in Hoboken, Paulie quickly became Tommy's guardian and mentor in Mafia ways. As the two worked together, a deep friendship formed, as each often had to cover the other's back. Very enthusiastic, Paulie is the first to start shooting and the last to stop when a fight gets ugly. While that may sound like a good thing, it often puts Paulie in harm's way. Keep an eye on him during fights. Paulie is most often found at Tommy's side.



Sam: The quieter of the two gangsters who brought Tommy into La Cosa Nostra, Sam only occasionally accompanies Tommy on missions; and when he does, he usually gets captured or hurt. Keep an eye on him—he's less enthusiastic about fighting than Paulie, and he may hang back and accidentally shoot an ally. Ultimately, Tommy will wish he kept a closer eye on Sam over the years. Sam is most often at Salieri's Bar.

Sarah: Tommy's girl, and eventual wife, Sarah is the daughter of Luigi, the bartender at Salieri's Bar. A sweet girl who helps out at the bar from time to time, Sarah is a picture of duality—she knows what Tommy and his friends do for a living, but ignores it. Sarah's virtue leads Tommy to Detective Norman in 1938. Sarah is most visible in Mission 7, but plays a role in later cutscenes.





Michelle: Appearing only in a couple of cameos, Michelle is Sarah's best friend and works at the Hotel Corleone on Central Island as a paid companion. While she plays a minor role in the game, her interactions with Tommy play a major role in Tommy's final days in the Mafia.

Don Salieri: A giant of a man in both stature and spirit, Salieri is Tommy's unofficial godfather, a leader, benefactor, and criminal. While Tommy handles the ugly side of Salieri's business, Salieri keeps his hands clean. He is a genial, friendly man, slow to anger, but vicious when his patience is tried. Salieri commands the respect and absolute loyalty of a large group of men who will do virtually anything for him. Salieri is usually at the bar.



Frank: Don Salieri's advisor, Frank handles the business side of the Don's "business." While he assigns Tommy some rougher assignments, he is a man of honor and places his family above all else. Find Frank at Salieri's Bar, but he is often Salieri's field marshal, going on location to a mission or two.

Vincenzo: Salieri's weaponsmith, Vinnie has a large armory that he doles out to Tommy, Paulie, and Sam as needed. Not one for small talk, Vinnie may offer a pithy comment or two if prodded, but not much else. You can always find Vinnie in his workshop, next door to Salieri's Bar.





Ralphie: While his voice may stutter, Ralphie is as smooth as velvet with cars. He hangs out behind Salieri's Bar and teaches Tommy how to steal any car that comes into the lot. He's chatty and often goes on about a new car or how to break into a given vehicle.

Luigi: The bartender at Salieri's Bar, Luigi is a good man who enjoys Don Salieri's generosity. Not an innocent by any means, Luigi knows full well what goes on in the bar, but he turns a blind eye to it. He is Sarah's father.



Lucas Bertone: Lucas runs an auto shop near the Giuliano Bridge in New Ark, and he always has a side job for Tommy, usually involving grand theft. A good man, Lucas is a hard worker for the Don, and has been well rewarded over the years.

Yellow Pete: His nickname is a reflection of his lack of dental hygiene. Pete is an arms dealer who lives in the poor part of town. Not taking anything too seriously, Pete is quick with a flippant remark, even in the later missions, after Tommy has suffered a personal tragedy. He'll set up Tommy with guns when he can't go through the normal channel.



Detective Norman: Norman may just hold Tommy's escape and salvation from the Salieri family—if he believes Tommy's story and can be trusted with his word that the police won't prosecute Tommy when they go after Salieri. Tommy narrates the story to Detective Norman in the diner that evening in 1938.



TOMMY'S ENEMIES



Morello: Salieri's opposite number, Morello pulls strings and plots against Don Salieri at every turn. The relationship between Morello and Salieri was tenuous at best, and was stretched to the breaking point by what he saw as personal attacks on his interests by Salieri. Throughout much of the game, it is all-out war between their respective gangs. Morello's viciousness and anger dwarfs Salieri's. Morello has the respect and loyalty of a large group of men, equal in number to Salieri's gang.

Sergio Morello, Jr.: Sergio is Morello's younger brother and in many ways a mirror of Salieri's right-hand man Frank. He becomes the target of Salieri's anger when a direct hit on Morello is deemed too bold. Slippery as an eel, Sergio miraculously escapes several attempts on his life.



Billy: Son of a city councilman, Billy leads the gang of toughs that assault and nearly rape Sarah in the alleyways of Little Italy. Given his feelings for Sarah, Tommy goes after Billy with a vengeance, setting in motion a chain of events that nearly spread beyond Salieri's ability to contain.



Lost Heaven Police: Straddling the line between being neutral and enemies, the LHPD acts like a sleeping dog. If unprovoked, they leave Tommy and his cohorts alone. If, however, they are made aware of a crime, they hunt Tommy until they find him. They are a particular problem when a mission calls for fast driving and are usually close by when a job is done in public, such as in Mission 8 at the Hotel Corleone.



NEUTRAL CHARACTERS



Big Biff: One of Salieri's favorite informants, Biff hangs out in Chinatown and is always ready to tip Tommy and Paulie when they need information about what's going on around town. Biff's knowledge is mostly limited to Little Italy and its immediate neighborhoods.

Little Tony: A minor informant, Little Tony hangs out near the art gallery Downtown and keeps his ear to the ground when something concerns activities around Central Island, Downtown, and New Ark.





Idiot Joe: A reluctant informant, Idiot Joe talks to many people and hears lots of things. Unfortunately, he usually likes to keep these things to himself—you live longer in Lost Heaven that way. Joe hangs out under the Giuliano Bridge in New Ark and you must usually persuade him to talk.

The Population of Lost Heaven: The streets are full of people, most of whom share a comment or two with Tommy if he asks. They neither help nor hinder Tommy's activities and run if they hear gunshots or see trouble.





3. GETTING PLACES

Movement and Action in *Mafia*

Two things are constant in *Mafia*—movement and action. You must navigate the streets of Lost Heaven on foot and in a car, as well as deliver “messages” from Don Salieri to a variety of characters, using a variety of weapons. Watch for a few tricks in both.

MOVING HERE AND THERE

On Foot

Use the mouse and direction buttons to move Tommy. Movement during street missions is unlimited—you can go anywhere; however, if you miss a mission deadline, the mission is a failure.



To climb, walk against a higher object and press **[O]**. Crouch by pressing right **[ctrl]**, and run by holding down right **[shift]**.

As Tommy moves close to objects or people he can interact with, an ! icon appears in the lower left corner of the screen; press the action button—the right mouse button. People talk, doors open, and Tommy picks things up when he’s near enough to the objects or people to see the icon.



A meter in the lower left corner indicates Tommy’s health. Keep an eye on it—gunshots do varying degrees of damage, depending on the gun’s make and proximity.

TIP

When you walk on the street, press **[H]** to holster your weapon. If the police spot you brandishing a gun, it’s an instant arrest.



On Wheels

In almost every mission, Tommy must drive to a location in the city. Dozens of cars are available, and each varies in terms of handling, power, and protection offered to the passengers.



In a *Mafia* car, a fuel gauge, a speedometer, and a revs gauge appear in the lower right; radar and (occasionally) a compass appear in the upper left. “A” and “M” are displayed next to the speedometer to denote Automatic or Manual gears.

Become familiar with the handbrake—turn the wheel to the left or right (using the directional arrow keys) while using the handbrake to escape a pursuer. You will make a 180-degree turn in the opposite direction. Practice this move as you drive through the city.

Your car is destructible. Be careful when driving. Crashes damage the engine and reduce performance. Likewise, a head-on crash at night can break your headlights, rendering it almost impossible to see.



While driving or being pursued, keep an eye on the radar in the upper left. Red crosses mark locations, while cars chasing you (either police or Morello's men) appear as colored rectangles.

NOTE



Tommy can get cars by one of three methods—borrow one from Don Salieri, steal a parked car, or carjack an occupied car. The first option carries little risk, while the latter two can get Tommy arrested if spotted by the police. Stealing and carjacking are best used in emergency, life-and-death situations. Borrow the cars you need.

While you're driving, keep an eye on your gas. During the missions that require a long journey, you could run out. There's nothing more embarrassing for a gangster than running out of gas in a car chase, so make sure you fill up when the needle hits the halfway point.

The Police

The Lost Heaven Police are not kind to drivers breaking traffic laws; obey all the rules of the road: Don't run red lights, don't speed, and don't hit other cars.

Watch out for cops walking their beats—they can report you for speeding. If a ticket appears with the phrase "Police Alarm—speeding!", this means a patrol officer spotted you, but no car is chasing you. If you hear a siren when a ticket appears, check your radar—a police cruiser is behind you.



For minor infractions, such as speeding or running a red light, a ticket appears in the top center of the screen. For more serious offenses, such as hitting a police car or brandishing a weapon, handcuffs appear. Attack a police officer with your car, a gun, or your fists, and a gun appears, indicating that the police will shoot you on sight (even if you're in a car) and ask questions later.

To Run or Not to Run?

If you run from an officer or car, all police are alerted and give chase. When one car chases you, you can easily ditch it and escape; however, subsequent cops may spot you and start chasing. Also, if you commit more traffic violations during a chase, more cops will come, and your ticket will change to handcuffs.

When alerted, the police come after you, ramming your car from the side and rear, and speeding ahead to form a roadblock. When a police car comes up beside you in your radar, hit your handbrake and let it pass. You buy yourself some time—the cops must turn around to continue the pursuit.

Shake the police and find a place to hide. Make sure your hiding spot has an escape route in case the police find you.

TIP If you have a lead foot, use the speed limiter (F5). This caps your speed at the local limit.



The ticket at the top center of the screen means Tommy's broken a minor law.

If you have just one infraction and avoid the police, the ticket eventually disappears. When all police are alarmed and you avoid them, a Wanted bar appears under the police icon (ticket, handcuffs, or gun) and counts down the time until the police give up the hunt; continue without worrying about them.



If you commit the infraction while in a car, escape the police by driving somewhere that causes them to lose sight of your car, then exit the vehicle. They don't know what the driver looked like, so they'll speed past you while they continue hunting for the car. If they see you exiting the car, they give chase on foot.

The speed at which the Wanted bar counts down is relative to the crime—a ticket counts down the quickest; a gun the longest, or sometimes not at all if the crime(s) is serious enough, such as attacking multiple policemen.

To avoid trouble with the police while driving, avoid breaking traffic laws, and don't antagonize the police of Lost Heaven.

Trolleys and Trains

The Little Italy Train Station

Visible on the map, Lost Heaven is crisscrossed by trolley and elevated train lines. Tommy can access both to get around the city.

To ride either the trolley or the train, find a nearby station (marked on the map), and wait for either to come by. After the vehicle stops, walk to a door and click the right mouse button to enter.



Tommy's actions inside either the train or trolley are limited, but he can draw and use a gun.

The trolley and train systems serve as great escapes if the cops are pursuing Tommy. If you can stay ahead of the police long enough to jump on either, your Wanted status will drop as you travel to a different part of the city.





4. THE GOODS— Weapons and Items in *Mafia*

You can't do it with fists alone. *Mafia* offers loads of weapons you'll use in Lost Heaven. But they're not equal, and they drop your enemies in different ways. Master your weapons early, and you'll have a smoother road to travel.

FIST

Tommy is no slouch in the fisticuffs department. A single click on the left button when Tommy's hands are empty causes him to throw a punch and duck into a fighting stance.

Quickly pressing the left button in succession causes Tommy to throw punch after punch. However, Tommy needs to wind up for each punch and can take some damage if his opponent sneaks in a punch.

Pressing and holding the left button causes a power meter to appear at the bottom of the screen. As the bar fills, Tommy gains power in his punch, and does more damage to his opponent.

KNUCKLE DUSTER



The knuckle duster is your run-of-the-mill brass knuckles that increases the amount of damage Tommy does with a punch. When not in use, the knuckle duster is kept in Tommy's inventory and can be selected like any other object.

When using the knuckle duster in a fistfight, hold the left button down and let the power meter fill before letting go. Tommy's punch then packs more gusto and does greater damage than with the knuckle duster alone.

KNIFE



Good for hand-to-hand combat, the knife is used like your fist.

Like Tommy's fist, if you hold down the left mouse button, it increases the force (shown on a power meter) of Tommy's swing with the knife.

BASEBALL BAT

Tommy's signature weapon on many missions, the baseball bat is a solid wood persuader. As with Tommy's fists and knuckle duster, hold down the left mouse button to hit



your opponent with greater power. One hit from the bat with a full power meter is enough to knock any enemy unconscious.

Powerful and quiet, the only disadvantage to using the baseball bat is that its range is limited to its length.

CROWBAR

Available in missions with heavy hand-to-hand combat, such as the second half of Mission 7, Tommy uses the crowbar the same way as he uses the baseball bat. Holding the left mouse button increases the power with which Tommy hits his target.

MOLOTOV COCKTAIL

Used to blow up cars early in the game, Molotov cocktails are only available in Mission 3. When selected from the inventory, you can adjust how far Tommy throws the bottle by holding down the left mouse button. They're tricky to handle, so be careful when aiming and throwing. Don't get caught in the blast when your intended target (i.e., a car) explodes.



GRENADE

Like with the Molotov, holding the left mouse button increases the distance Tommy throws the grenade. Be careful—too close, and Tommy will get caught in the blast.

COLT DETECTIVE SPECIAL

The most common gun in terms of weapons taken off dead enemies, the Detective Special is a small revolver that is best used for quick kills when Tommy is near his enemy. Its accuracy and effectiveness drop off dramatically with distance.

Know Your Guns

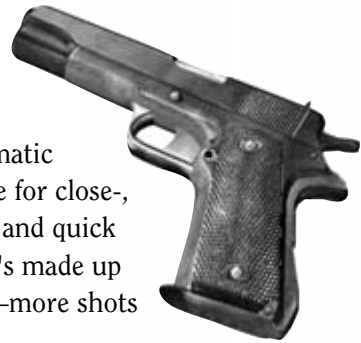
Revolver or automatic? Detective Special or 27 Magnum? The answers to these questions depend upon Tommy's situation and location. Certain guns work best at close range, while others are useful at both close and long range. There's a longer time lag between shots with a revolver than there is with an automatic, and reloading each takes time—all facts that can save your life in a gunfight.

Learn the characteristics of guns early. You'll live longer in Lost Heaven.



COLT 1911

Tommy's usual sidearm of choice, the 1911 is an automatic with seven bullets per clip. The 1911 is a perfect choice for close-, mid-, and long-range gunfights thanks to its rapid fire and quick reload. Its accuracy suffers at a distance; however, that's made up for by the increased number of shots Tommy can fire—more shots mean greater odds of hitting the target.



S&W MODEL 10 M&P

A handy side arm that is found among Morello's men, the Model 10 packs the same punch as the Colt 1911, with the drawback of being a revolver. Good for quick, close kills.

S&W MODEL 27 MAGNUM

The big boy of the side arms, this revolver does the most damage of any of the pistols. Ideal for close to medium range, it can kill an enemy with two shots to the torso. The 27 Magnum is good for longer-distance shooting as well, but take your time between shots—this six-shooter has a kick that could throw off your aim.

NOTE



Remember—only reload when you have to. Tommy doesn't have time to reload his weapon. If there are bullets in the gun when you press **[L]**, you'll lose those bullets when Tommy reloads. (The Pump-Action shotgun reloads one at a time.)

Where Do I Shoot?

All parts of your enemies' bodies are not equal. Shots to the extremities don't do as much damage as those to the torso, while head shots can result in a quick kill with one bullet.

Experiment and aim for the torso in a gunfight. Save head shots for when you have the time to line up your aim and fire.

THOMPSON 1928

The Tommy gun holds a clip of 50 bullets and can fire all of them in under 30 seconds. Tommy can carry, at most, four clips for the gun, and each takes three seconds to attach.

For stopping power, you can't beat the Tommy gun. At close range, it lays out your enemies before they can squeeze off a shot. At a distance, the Tommy gun's accuracy drops because the gun pulls upward the longer you fire. To get as many bullets as possible into your target, fire in short bursts.

SAWED-OFF SHOTGUN

Called the Lupara, the sawed-off shotgun is the traditional Mafia revenge weapon. At close range, this gun takes down enemies with one shot. Effectiveness of the sawed-off drops the farther you are from your enemy. The gun holds two shells, so don't use it in a prolonged firefight.

PUMP-ACTION SHOTGUN

Second only to the Tommy gun, the pump-action shotgun is the most lethal close-range weapon in *Mafia*. Holding eight shells, it is Tommy's best friend in a firefight thanks to its stopping power. Its effectiveness doesn't drop off as quickly as the sawed-off, making it a good weapon for enemies who are at medium distance from Tommy. Given that it fires a blast of pellets, it has no effectiveness as a long-range weapon.

US RIFLE M1903 SPRINGFIELD

The weapon of choice for Morello's snipers, the Springfield is accurate over long distances. Aiming is tricky because the gun was produced before rifles were regularly equipped with telescopic sights. Fire while under cover—the gun only holds one bullet in its chamber at a time, so Tommy needs to load the Springfield before the next shot.

MOSIN-NAGANT 1891/30

A Russian weapon, the Nagant is a long-range rifle like the Springfield, but it is equipped with a telescopic sight. Powerful, one shot kills your enemy at a distance, allowing Tommy to get away before the police figure out from where the bullet came. The crude sight doesn't allow for a highly magnified view of your enemy; take your time firing.





5. WHEELS

Vehicles in *Mafia*

A man and his car

Lost Heaven covers more than 12 square miles. You will never walk to where you need to go; cars become necessities.

The quality of cars Tommy accesses increases with his experience and position in the Mafia, resulting in more powerful cars in later missions.



Tommy accesses 17 makes of automobiles throughout the game. Each make has several models, and each has pros and cons. Learn to master driving in *Mafia* early—it's crucial to Tommy's success and survival.

THE CARCYCLOPEDIA

The Carcyclopedia showroom

Accessible through the main menu, the Carcyclopedia shows all the vehicles in *Mafia* on a showroom turntable, with a complete listing of each car's specifications.

Remember a few rules of thumb when selecting or driving a car in *Mafia*.



Go for Power

Don't accept the car Ralphie shows you how to steal at the beginning of each mission. Even if you haven't seen a hint that a car chase is coming up, always opt for more power in Tommy's wheels—it makes any car chase and driving through Lost Heaven easier.

Balance Power with Durability



The Schubert Extra Six

Car chases are a nasty business in Lost Heaven. The more damage your car inflicts, the more likely that your enemy will meet the business end of your gun at the chase's end. A fancy sports car may offer little in protection. Some good bets for a powerful car are the following: Bolt V8 Tudor, Schubert Extra Six two- or four-door, Guardian Terraplane Coupe, and the Lassiter V16 four-door.



The Higher You Are, the Less Stable You Are



Play a balancing game on turns.

Occasionally, you must drive a truck like the Bolt covered truck. The center of gravity on the vehicle has changed from a car's—it's higher and more susceptible to tipping when rounding a corner at high speed.

Be Aware of Your Speed

As you gain access to the more powerful cars of *Mafia*, remember that driving them isn't the same as driving a rough-shifting Bolt Model B in the earlier missions. Flooring the gas pedal in a powerful car moves faster than a less powerful car.

At high speed, not only can you attract the attention of the police, but you can also flip when going around a turn. Driving in *Mafia* is realistic—don't become a traffic fatality.

MAKES OF CARS

Bolt

The Bolt Model B

The all-purpose utility car of *Mafia*, Bolt cars come in a variety of models. They are weak in acceleration and speed until you get to the Model B two-door. You can find Bolts extremely easily throughout Lost Heaven, and Tommy quickly learns how to steal an assortment of models.



Schubert



Schubert Extra Six two-door

A step up from Bolts, the common Schuberts pack more power. They come in two- and four-door models and are the car of choice for the Lost Heaven police department. Ralph usually has two or three in the shop.

Falconer

A Falconer cab



A utility make, Tommy used a Falconer as a cab before joining the Mafia. Falconers are tough and durable in collisions (either accidental or deliberate), but weak in horsepower.



Crusader

Crusader Chromium

Taking a step toward real sports cars, Crusader models have sleek styling and good horsepower. Collectively, Crusaders can reach around 80 mph without working up a sweat. They're durable and survive crashes well.



Guardian Terraplane



Guardian Terraplane

Faster than Crusaders, Terraplanes are durable and catch anything that runs from Tommy.



Thor



Thor 812 Cabriolet

A pure sports car, Thors are built for speed and easily brush 90 mph. Light, they are hard to control at high speed. They get you where you need to go quickly, but aren't the best choice for chases.

Wright

Wright Coupe

Like the Thors, the Wright models are sports cars designed to drive fast. They feature more weight than the Thors, and are a better choice for a chase.



Lassiter



Lassiter v16 four-door

Luxury cars, the Lassiters are fast, but vary in their weight and durability. Don Salieri's personal car is the v16 Roadster, an open-top model that moves like greased lightning.

Trucks

Bolt flatbed truck

There if you need them, trucks in *Mafia* emulate their 1930s models—they're dependable, but steer like cows and climb hills like snails. When driving a truck, your center of gravity shifts, making it easy to roll.



Racing Cars

Carrozella C-Otto

Found at the racetrack during Mission 6, the race cars of *Mafia* are fast, light, and temperamental. They quickly achieve high speeds, but controlling them at such is nearly impossible. When racing, balance between speed and control.



High-End Cars



Manta Prototype

There are many one-of-a-kind cars in Lost Heaven. These are most often the property of government officials, such as the Silver Fletcher, or other highly placed enemies of Salieri. They drive fast and smooth. To drive them, you must steal them, but don't lose your head. Keep a safe speed and maintain control of your car.



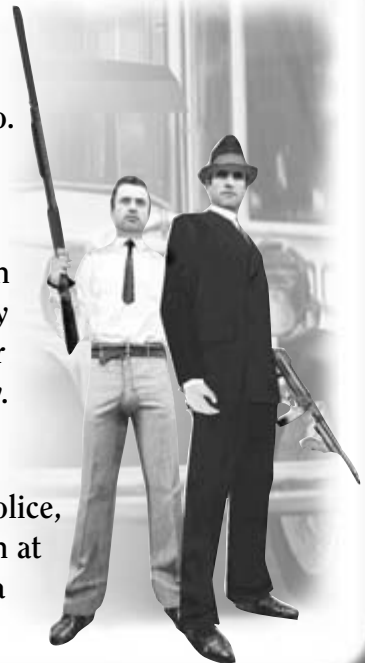


6. STRATEGIES FOR MAFIA MISSIONS

Mafia is designed to immerse the player into the world of Lost Heaven. From driving the streets to walking the sidewalks and killing gangsters, *Mafia* players live the life of Tommy Angelo.

As such, the result is free-form gameplay. While missions contain clearly defined goals, tremendous room for exploration and interaction exist in each. In missions without time limitations, Tommy can freely walk around the city, talk to people on the streets, or drive anywhere in the local environs without penalty.

Some risk is involved, especially later in the game or during missions in which Tommy is wanted by the police, in running around without taking care of the mission at hand. Police give chase if they spot you committing a crime, even if it has nothing to do with the mission.

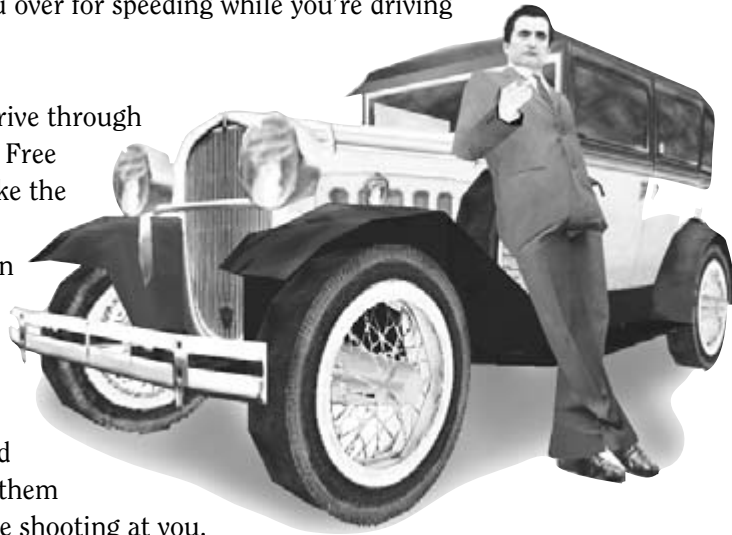


HITCHING A RIDE

Why walk when you can explore Lost Heaven in some wheels? As you accumulate the skills to steal cars via Ralph and Lucas, Lost Heaven turns into a giant car dealership, begging you to take test drive after test drive.

If you succumb to your desire to steal cars, don't worry about the police, aside from the normal issues of driving. In the 1930s, proof of car ownership wasn't as formalized as now, and no policeman will suspect that you stole a car or give you a ticket if they pull you over for speeding while you're driving hot wheels.

While you can freely drive through Lost Heaven using the Free Ride mode, you can take the same liberties during some missions. Early in the game, find time during such a mission to explore the city and get a good feel for the streets, in case you find yourself driving down them quickly—with someone shooting at you.



Additionally, don't be afraid to sightsee, either in a mission or during the Free Ride option. Lost Heaven is an enormous city; make time to see a few spots such as upper Chinatown or the Terranova Bridge.

HOOFIN' IT

In early missions, explore areas Tommy frequents most often on foot, such as the neighborhood around Salieri's Bar and the bar itself. You never know when you'll be running for your life on those streets.



You're not alone on the streets of Lost Heaven. Punch someone for fun or pull out a gun near a cop, and you'll find yourself in a foot chase. Use your head and play the role of an upright citizen when you're walking.

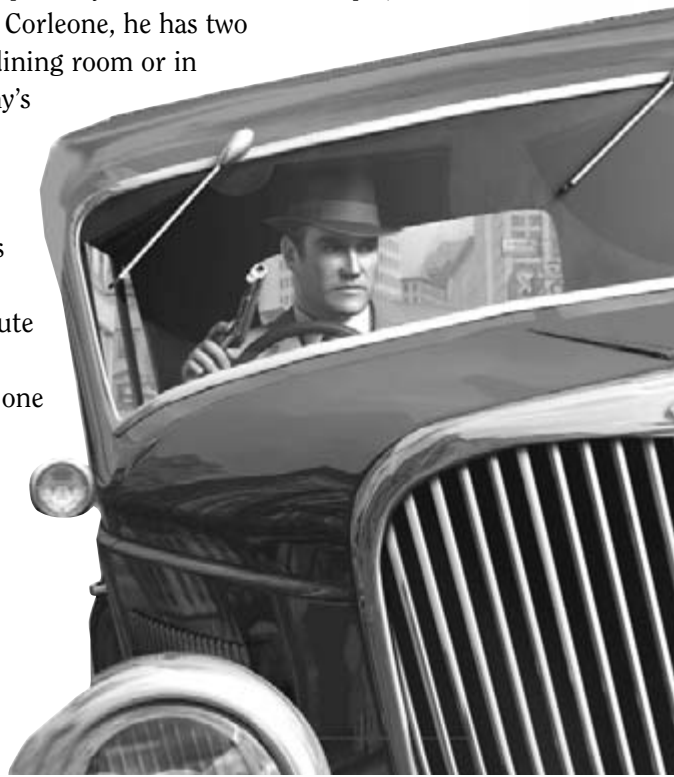
MISSIONS

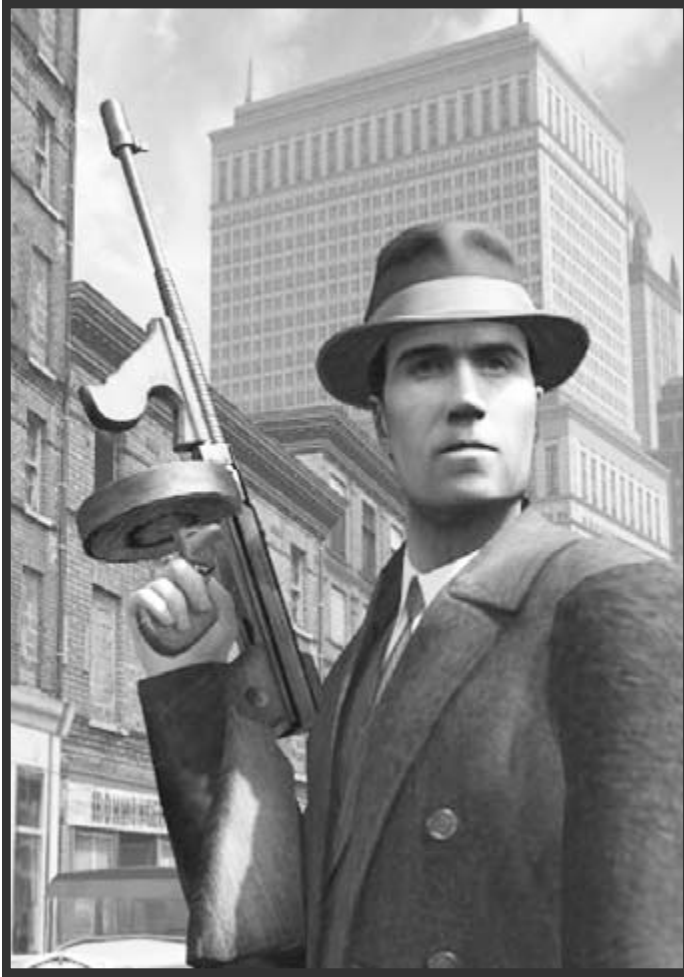
Mafia missions consist of three components: travel to the location, the action, and the escape. While complications occur

during the middle part (the action), they can also take place while Tommy travels to or escapes from the scene of the crime. Be aware of enemies at every turn.

Several missions contain more than one pathway to success. For example, when Tommy hunts the manager at the Hotel Corleone, he has two opportunities to kill him: either in the dining room or in the manager's office if he escapes Tommy's first attempt.

This is best demonstrated in the car chases in *Mafia*. When someone pursues Tommy, use every turn, side road, and alley to his advantage. No one escape route is better than any other; ultimately, the only good escape route in a car chase is one that finds Tommy alive at the end.





Aside from car chases, the first option to overcoming a challenge allows for the easiest path through the rest of the mission. For example, if you fail to ram a car off the road at the earliest opportunity, the battle becomes progressively harder, due to the other car moving farther away, increased traffic, and so on. Act first and act fast when the opportunity presents itself.

On the other side of the coin, Tommy can fail a mission in any number of ways, from enemy action to accidentally running off the ledge of a tall building.

Overall, through every mission, be careful, watch your back, and you may still be alive by retirement.

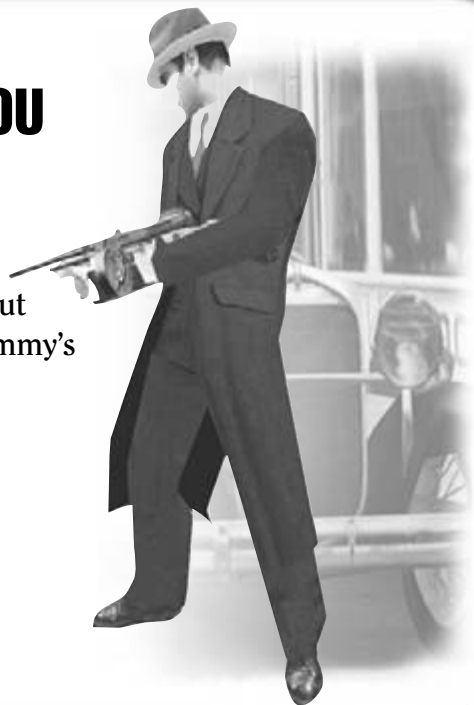


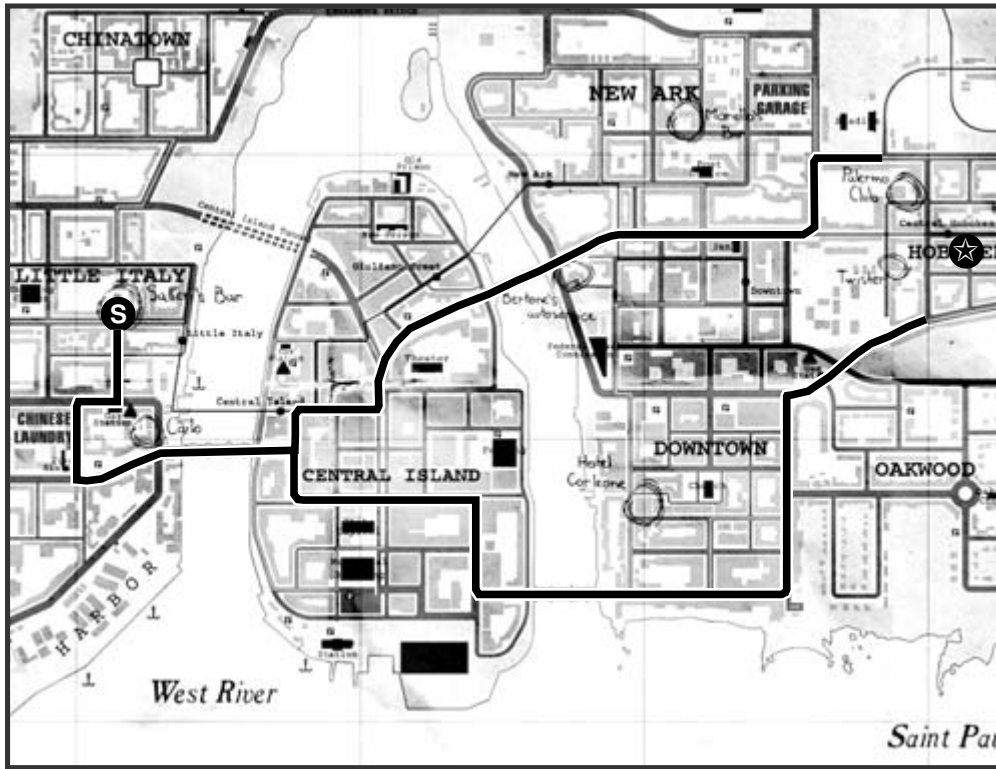


7. TOMMY'S STORY I: Welcome to the Family

MISSION 1: AN OFFER YOU CAN'T REFUSE

Paulie and Sam, two of Salieri's men, are in the middle of a car chase without wheels in Hoboken. They jump in Tommy's cab and tell him to lose the guys chasing them. Put the pedal down to live to see the morning.





MISSION 1

S = Salieri's Bar

☆ = Start Point

There are two paths leading to Central Island providing two options. The player will drive one or the other, depending on where they end in the initial car chase.

Mission Objectives

- Lose Morello's men.
- Deliver Paulie and Sam to Salieri's Bar.



Walkthrough



Hit the gas when you get control of the car.

When the cutscene ends, hit the gas and drive forward. Keep an eye on the radar in the upper-left corner of the screen to see where Morello's men are.

Shake Morello's men early by using the handbrake.

As you pull forward, Morello's men pass and try to cut you off. Hit your handbrake when they are on your side, and let them pull in front of you. Back up, then continue forward.



TIP Your car is not indestructible, so you will lose performance if you damage it. Unfortunately, the Morello's ganster's car is faster. The worst news? Your car is difficult to steer, so be careful; a crash will injure your passengers, or cause a tire to go flat, drastically reducing your speed.



Turn left onto the sidewalk.

Before the intersection, make a hard left onto the sidewalk. This area of the sidewalk has a metal wall on the right, which protects you from gunfire. Drive down the sidewalk, do not hit any pedestrians, and maintain control of the car.



Lose your pursuers with a series of left and right turns.

Using your handbrake, make a hard left at the corner, drive to the next intersection, and make a right. There's no set escape route from Morello's men, so continue turning left and right as you go, avoiding main streets and staying on smaller side streets.

TIP Escaping Morello's men is a matter of time, distance, and safety. You must keep Tommy and his passengers away from Morello's thugs and keep them safe for a period of time. If you're in doubt about whether you can escape, head for the open road and the country to put distance between the other car and your taxi.



NOTE



Morello's two men can die. A shootout with the other car can eliminate the gangster in the passenger seat, thereby cutting the car's firepower in half. You can also go head-to-head with the other car. You may kill the other gangsters, but you and your passengers will take damage.



You'll either lose or kill Morello's men.

When Morello's men are no longer a threat, Paulie tells you to take him and Sam to Salieri's Bar. A compass appears in the upper-left corner; its needle always points toward the bar.



You've got only 10 minutes to get to Salieri's Bar.

Drive carefully on your way to the bar. Crashes will injure Sam and Paulie, and could end the mission unsuccessfully if they die. Salieri's is all the way across town, so don't slow down.

Find the closest bridge and cross it to Central Island.

From wherever you end your chase with Morello's men, you must locate either the Giuliano or East Marshall Bridge to Central Island. Pause the game and consult the map on page 35 if necessary.



TIP

If you need to, check the map—the East Marshall bridge has a T-intersection on its Central Island side, and the Giuliano Bridge does not. Determine which bridge you're on, and go to the East Marshall Bridge using the map and landmarks. The East Marshall Bridge is a drawbridge, and it may be raised.



Cross the bridge to Central Island and continue toward Little Italy via the West Marshall Bridge.

The West Marshall bridge may be up when you arrive. Wait for it to lower.



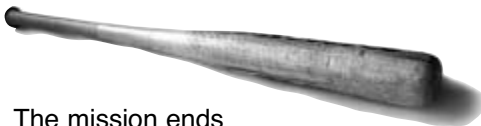


Getting to Salieri's after you're in Little Italy is a cakewalk.

Make the first right after crossing the bridge, then another right at the intersection ahead. Turn left a half-block later.



NOTE



The mission ends unsuccessfully if you can't find Salieri's Bar within 10 minutes.

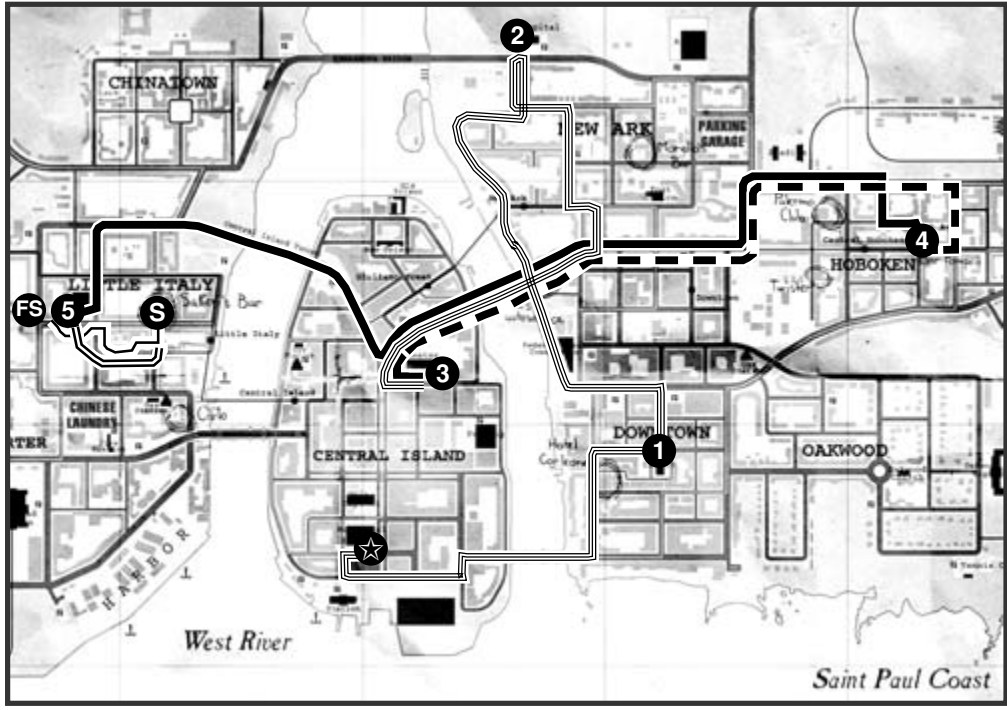
Salieri's is straight ahead.

Salieri's Bar is two blocks ahead at the T-intersection. Drive toward it. The mission ends successfully, and a cutscene begins.



MISSION 2: THE RUNNING MAN

Wanting to forget the previous night happened, Tommy returns to his taxi driving. After five fares, the events of last night come back to haunt him when two of Morello's thugs jump him in the parking lot. The only safe haven is Salieri's Bar a few blocks away. If Tommy can get there, Salieri will protect him.



MISSION 2

- ☆ = Start Point
- S = Salieri's Bar
- FS = Start for footchase

- Passenger Destinations:
- 1 - church
 - 2 - hospital
 - 3 - theater
 - 4 - Pompeii Bar
 - 5 - shopping center (dropping-off point of your last passenger)

The player drives from locations 1-5 in order.
 The path from 5 to Salieri's Bar is on foot and goes through alleyways.



Mission Objectives

- Safely deliver all five passengers to their destinations.
- Escape from Morello's men.

Taxi Driver Walkthrough

Your first passenger needs to go to the church downtown.

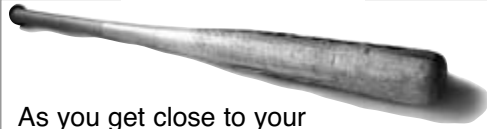
You begin this mission in the parking lot behind the Municipal Building on Central Island and must cross the East Marshall Bridge to get downtown. To get an idea of the path you must take, consult the map on page 41 before you leave.



Go to the East Marshall Bridge by the shortest route.

Drive straight ahead and turn left, exiting the parking lot. Turn left again at the intersection, drive three blocks, and turn left at the T-intersection. Turn right onto the East Marshall Bridge.

NOTE



As you get close to your destination, a red cross appears on your radar, marking the spot where you need to stop.



Cross the East Marshall Bridge and make the first left.

Be careful as you travel. Your passenger will accept jostling and creative driving, but if you drive too fast, hit a pedestrian, or break a traffic law, the passenger complains and may demand to be let out, ending the mission.

Obey all traffic laws as you go. Don't drive the wrong way on the one-way street.

After turning left, take the fourth right. Drive ahead to the church on the right. Stop in front of the steps. The passenger pays you and exits.



TIP

During your cab missions, use the speed limiter (F5)—it prevents you from going over the speed limit, subsequently attracting police attention, getting a ticket, and losing your fare.



Your second passenger finds you and asks to go to the hospital in New Ark.

Pause the game and consult the map for an idea of how to get to the hospital. Take the left turn in front of the church. Drive two blocks and turn left.

Stay on the street and follow it as it bears right at the river.

Traffic along the riverfront is heavy. Remain on the street as it turns right, then left.



The hospital is straight ahead.

Pull up into the hospital driveway; the passenger pays you and exits. A girl walks over from the hospital and asks to go to the theater on Central Island via the Giuliano Bridge. She's a local and will know if you use a different bridge.

**TIP**

If you commit infractions, you collect icons at the top of the screen. For speeding or a crash, you get a ticket. More serious offenses result in handcuffs and guns appearing. You receive a "Game Over" when a handcuff rating is received. If you have one ticket, you can evade the police easily, and the ticket eventually disappears if you don't break any more laws.

**Head back the way you came.**

After turning around and heading back the way you came, take the first left. The quickest way to the Giuliano Bridge is through New Ark. Take the first right turn, drive two blocks, and turn left. Take the first right, then turn right again at the next intersection, putting you on the Giuliano Bridge approach.

You're not part of the Salieri family yet, so the police in Lost Heaven are no joking matter. They will pull you over for:

- Speeding
- Seriously hitting another car (more than a fender bender)
- Running a red light
- Hitting a pedestrian
- Hitting a police car

On the upside, they won't pull you over for minor things, such as cutting corners on the sidewalk or minor fender-benders. Throughout the game, police cars are blue on your radar screen, but change to red when they are chasing you.

Cross the bridge and bear left onto the large street with trolley tracks in the middle.

Take the first left after you're on the broad street, watching out for trolleys coming from either direction as you turn. The theater is ahead on your left. Pull up to the corner across from it. Your passenger pays the fare and exits. The next passenger finds you.



It's back through New Ark to the Pompeii Bar in Hoboken.

The car automatically turns after the save. Turn right onto the Giuliano Bridge. Stay on the street through New Ark, remembering to obey the traffic lights and speed limit. Follow the street as it turns left under the elevated train tracks, then make the first right. Take the third right after making the right turn.

Drive one block and make another right. Continue one more block and again make a right. The Pompeii is on your right and has a large sign. Stop in front of it; your passenger pays the fare and jumps out. Your next passenger finds you and asks to go to the department store parking lot in Little Italy.



Consult your map; the fare to the department store is your longest run so far.

This trip takes you across Lost Heaven. Your fare wants you to cross the Giuliano Bridge, then go through the tunnel to get there. Accommodate him. Drive straight and turn left, following the street. Take the first right, then turn left.

Turn left at the intersection and follow the street across the Giuliano Bridge.

The distance is large, but your time is short; quickly and carefully drive. Take the second right after crossing the bridge—a hairpin—and follow the street to the tunnel.





Take the third left after you exit the tunnel.

After you exit the tunnel, stay on this main road to the end, following it around the left-hand bend. The parking spaces are on your right. Pull into a space, and your passenger will pay his fare and exit.

Taking a Break

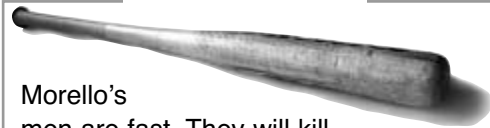
Tommy takes a break, but Morello's men have other ideas.

After you drop the fifth passenger off at the parking lot, a cutscene shows Morello's men roughing up Tommy and his taxi with a baseball bat. Tommy mentions that

he's close to Salieri's Bar in the narration, and that's where you must go if you want to live through the day. As soon as the cutscene ends, get moving; along with the baseball bat, Morello's men brought a gun and are shooting.



NOTE



Morello's men are fast. They will kill Tommy if you bring him in close for hand-to-hand fighting. The mission goal is to get Tommy to Salieri's Bar.

Run when you can; otherwise, the baseball bat will hit your head.

When you gain control of Tommy's movement, follow the pointer to Salieri's. Don't run in a straight line. Instead, run in a serpentine pattern and put objects (and people) between you and Morello's men.



Dodge the bullets and hug the wall as you run.

Cross the street and run up the sidewalk, turning right into the alley. Follow the alley, ducking behind sheds as you go. Once out on the street, cross the street and go to the intersection to your left.



Head down the alley to lose Morello's men for a few seconds.

Turn to your right at the intersection and run along the sidewalk. A car comes out of an alleyway to your right. When the car has moved, run down that alley and turn left.



Climb the steps in the alley and head right at the top.

After turning to the right at the top of the steps, cross the courtyard to the far-left corner. Take the left turn and run down the steps. Run across the next courtyard and go down the steps in the far-right corner.



Turn left onto the sidewalk, then take the first left.

Run down the alleyway, sticking close to the right wall. Run around the man fixing his car and take the right into the passageway, passing by the woman waiting for her date.

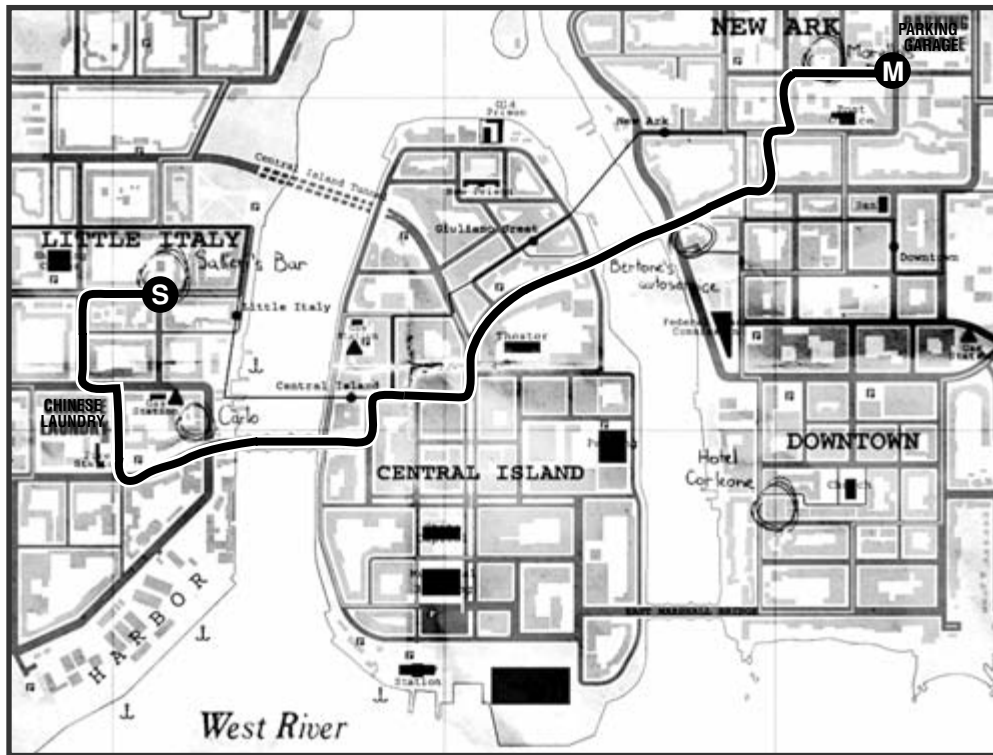
Turn left at the end of the passageway and cross the street.

Salieri's Bar is ahead to your right. Run to the door (under the sign), to complete the mission. Morello's men find a nasty surprise waiting for them at Salieri's.



MISSION 3: MOLOTOV PARTY

After welcoming Tommy to the family, Salieri gives him his first job. The attack on Tommy by Morello's men was an unprecedented act of aggression. Salieri gives Tommy an opportunity to get back at the other gang by destroying their cars.



MISSION 3

S = Salieri's Bar = Start Point

M = Morello's Bar

Mission Objectives

- Drive to Morello's Bar and approach the parking lot without attracting attention.
- Vandalize and destroy cars belonging to Morello's men.



Walkthrough



After the cutscenes, you start the mission in the parking lot behind Salieri's Bar.

Drive forward and turn right to exit the parking lot. Turn right onto the street, then turn left in front of Salieri's Bar. Drive two blocks and turn right again. Turn left at the intersection with the Hotel Black sign on the right. Your endpoint is in New Ark, so you must drive across the city, using the West Marshall Bridge to get to Central Island.

TIP

Before you leave, Tommy visits Vincenzo to pick up weapons, and Ralph to get the car. You meet them here in a cutscene. You'll directly interact with these two characters in later missions.



Consult the map to make sure you're on route to get on the West Marshall Bridge.

Turn left at the next intersection and cross the West Marshall Bridge. Turn left at the base of the bridge and follow the street as it turns to the right. Turn left onto the broad street with trolley tracks running down the middle, then bear right onto the Giuliano Bridge.



CAUTION!

Salieri has loaned you a Bolt Ace Tudor for this job. It handles better than your taxi and has more muscle. Don't attract police attention.



Take the first left after crossing the Giuliano Bridge.

Take the next right, then the first left. Drive one block and turn right. Morello's Bar is at the far corner of the block on your left. Pull into the parking area on your left, before the bar.



CAUTION!

Don't get cocky—if you drive by the bar too slowly, the guard recognizes you and calls the gangsters inside to come and watch while he kills you and Paulie. If he spots you, drive down a block, turn, and use your car as your weapon to kill Morello's men. Wreck their cars to complete the mission.



Get out of the car and do some bashing.

Paulie explains your objective as you approach the bar—smash the cars with the baseball bat and toss the Molotov cocktail at the best-looking car before you leave. Check the shed, too; there's a nice set of wheels inside.



Take out the guard quietly or he'll call for help.

Go to the path at the back-right corner of the lot in which you parked. Open the fence gate on your right and sneak up on the guard at the front entrance of the car lot. Hit him with the baseball bat and drag his body into the car lot.

Trap Morello's men inside the bar while you're smashing.

Lift the crate near the door and place it in front of the door to prevent Morello's men from getting out of the bar while you do your dirty work. Keep an eye out because, if you make too much noise, Morello's men may come out of the front of the bar to investigate.



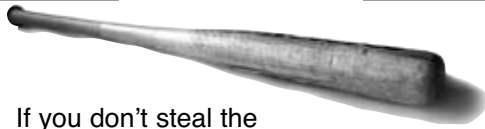


It's lean, mean, and all muscle under the hood. Make the car yours.

Before you vandalize, go to the shed and steal the Falconer. Drive it to the street, park it close by, then go back to cause some destruction. Don't worry if Paulie leaves; you have your own wheels.



NOTE



If you don't steal the Falconer now, it will not be available in future missions. Although it's not required, the faster car makes upcoming car chases easier.

Smash the cars with the baseball bat first.

Break the windows of the three cars in the lot and dent the hoods and doors with the baseball bat. The damage meter tells you when the car is totaled.





Bombs away!

After you're done smashing, go to the entrance of the lot where the guard was standing. Turn toward the lot and toss a Molotov cocktail in the middle of the three cars and land another on the red car. Run away, or you may be caught in the blast.

Return to Salieri's Bar in your new wheels.

Retrace your path on the map to return to Salieri's. Don't speed—no one is following you. The police will come after you if you break a traffic law.

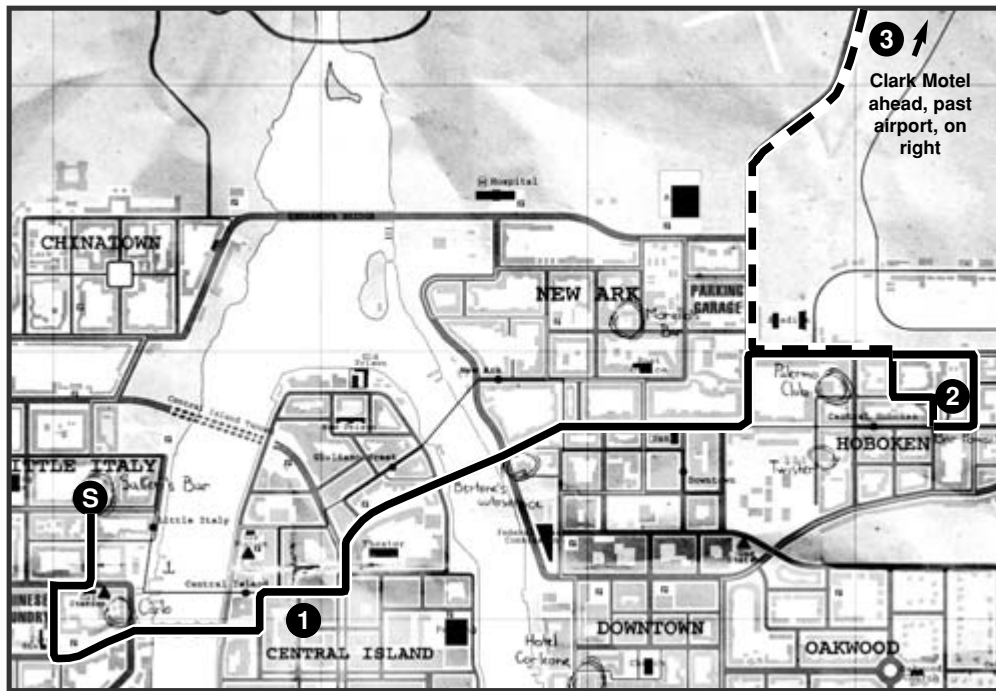


Success—and you're deeper enmeshed into the Salieri organization.



MISSION 4: ORDINARY ROUTINE

Tommy's official now. He's done his first job for Don Salieri, and from now on he's one of the boys. As such, it's time to help out on a routine job: Collect protection money. The problem, as Tommy will discover, is that not everyone wants to pay up.



MISSION 4

S = Salieri's Bar = Start Point
 1 = Central Island restaurant

2 = Pompeii Bar
 3 = Clark's Motel

Mission Objectives

- Drive Sam and Paulie to three locations to collect protection money.
- Save Sam at the Clark's Motel.
- Chase and overcome the gangster who tries to steal the protection money.



Walkthrough

**You start this mission in the bar.
You need a weapon and wheels.**

From your starting position after the cutscene, exit the back room; go through the bar and out the back door to find Ralph and Vincenzo.



Gear up before you head out.

If you didn't steal the Falconer in the previous mission, Ralph offers you the Bolt B and gives you a lesson in how to steal the car, too. If you have the Falconer, use it. Its speed will be an asset in the coming mission.

Run up the stairs in the alley and get a gun from Vincenzo; he gives you the Smith & Wesson Model 10. Go to the car, get in, and start it. Sam and Paulie jump in. Head for the street.





Your first stop is on Central Island. Take the West Marshall Bridge.

Turn left in front of Salieri's, drive two blocks, and turn right. Take the first left, then turn left again at the next intersection. This puts you on the West Marshall Bridge approach. Cross the bridge and turn left.

Paulie will get the money. Wait in the car.

Follow the street as it turns to the right. The restaurant is ahead on the right. Paulie tells you to stop, then he runs into the restaurant. A minute later, he runs out with the bag of money. Your next stop is the Pompeii Bar, which you visited in Mission 2. It's in Hoboken.



Head through the city and into Hoboken.

Drive one block and turn left onto the broad street with trolley tracks in the center. Follow it as it bears right and cross the Giuliano Bridge. Stay on the same street, turning left as the street turns under the elevated train tracks. Take the first right after that, then the third right.





Wait at the Pompeii for Paulie.

Drive one block and turn right. Pull ahead to the Pompeii Bar on your right and stop. Paulie gets out and runs into the bar. A minute later, he returns with the bag of money. Your next stop is Clark's Motel, which is in the country, past the airport.

It's a long drive to Clark's Motel.

Drive forward and turn left. Drive one block, turn right, then turn left at the next intersection. Take the second right turn, which puts you on the main road. Drive straight. Bear right when the road splits near the airport, and Clark's Motel is ahead on the right. As you approach, a cutscene begins. Gameplay resumes after the cutscene.



TIP Tommy can shoot the tires and wheels off the parked Lassiter to stop the gangster escaping. Tommy then has a shootout with the gangster out the front of the motel.



The deal goes bad at Clark's Motel, and your enemies capture Sam.

With Paulie outside by the car, you've got to go into the motel and rescue Sam. All the lower windows and doors are locked, so you must enter on the second floor. Access is around the back, but there's a guard dog there. Walk to the left and shoot the dog at a distance.

Climb to the second floor balcony by carefully jumping.

Climb the pile of crates to the second floor balcony and stop at the door. Load your pistol to its full six shots before you open the door.



TIP If you used all your bullets killing the dog, go to the first room on the right after you enter the hotel and get the Tommy gun.



Surprise the guard in the bathroom.

Open the door to the bathroom, which is behind the door through which you just passed. Shoot the guard before he can fire. Quickly turn and run to the first room on the right. Pick up the Tommy gun on the bed, and crouch so you have a good view of the open door.



Kill the gangsters as they enter the room.

Depending on how much noise you made killing the gangster in the bathroom, either two or three gangsters come upstairs to investigate the noise. Kill them as they enter the room in which you are, and pick up their guns: a Colt 1911 and a Smith & Wesson 27 Magnum.



TIP

If the gangsters injure you, go down the hall towards the stairs. Turn right, and go into the room at the end of the hall. There's a first aid kit in the bathroom there.



After you kill the gangsters upstairs, head downstairs.

Switch to the Smith & Wesson 27 and slowly walk downstairs. Crouch at the bottom of the stairs and inch your way forward so you can see into the bar on the left. Shoot the first gangster near the far pool table in the head; you'll see him before he sees you. Inch around slowly and kill the next gangster by shooting him in the head.

TIP

If you get into a firefight with the gangsters, count shots. The one by the far table has a Smith and Wesson, which holds six shots, and the one by the other pool table has a Colt 1911 containing seven shots. Kill them while they reload.



Kill the final gangster behind the bar before going into the room.

Slowly continue forward while crouching. To kill the gangster holding the Tommy gun behind the bar, make sure he is positioned under the oil lamp. Shoot the oil lamp so that it falls and burns him to death. Keep an eye out for the gangster in the undershirt; he's somewhere in the area and finds you as soon as you kill the last gangster in the bar.

Kill the gangster in the undershirt with the Smith & Wesson.

After he's dead, get the Tommy gun from behind the bar and go to Sam, who's in the room with the open door, opposite the bar. A cutscene starts when you find him.





Run from the revived gangster and pick him off from a distance.

It appears that you didn't make sure that the gangsters were dead. The gangster in the undershirt has revived and still wants to kill you. Before he can get close to you, empty the Tommy gun into him. If he's still alive, head upstairs, wait for him to come up, and kill him from distance.

Sam's in sad shape—again.

Return to Sam after you kill the gangster in the undershirt, and get ready for a surprise.



Moving Tommy close to Sam begins a cutscene.



As Tommy helps Sam, the final gangster comes from the back office with the money Sam and Paulie were supposed to collect. He gets into his car outside and drives away.

The chase in the country.

When the cutscene ends, run to your car and follow the gangster. His car is faster, but he can't handle it well, so you'll catch up to him.



Slam the gangster's car when you can.

Near the first turn in the road, the gangster will lose control of his car. Drive yours into his as he tries to back out. He'll get out of his car and draw his gun.

NOTE

If you miss him at the first curve, continue to close in on him, and ram his car repeatedly until he loses control and crashes.

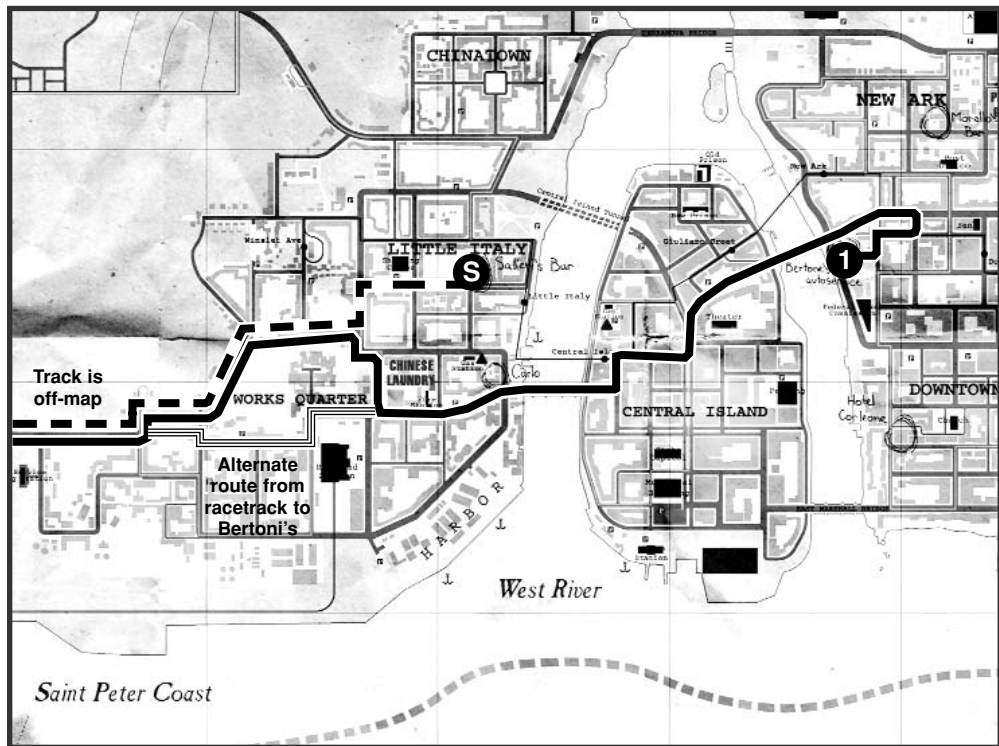
A quick shootout is your best bet.

Get out of your car when you see the gangster getting out of his. Crouch beside your car for protection, switch to a pistol, stand, and kill the gangster. The mission successfully ends.



MISSION 5: FAIR PLAY

Now that Tommy's a goodfella, it's time to start delving into the seedier side of life in Lost Heaven. As a personal favor for Don Salieri, Tommy must go to the Lost Heaven Race Circuit, pick up a race car which is favored to win tomorrow's race, drive it to a shop where it will be handicapped, then return it to the Race Circuit. Like everything else he does for the Don, this job sounds easy at first.



MISSION 5

S = Salieri's Bar = Start Point

1 = Lucas Bertone's

Mission Objectives

- Drive to the Race Circuit in the time allotted.
- Steal the car and drive it to Lucas Bertone's shop in the time allotted.
- Return the car to the garage at the Race Circuit without a scratch within the time limit.

Walkthrough



Head out back to get your wheels for this mission.

After the briefing from Salieri, go to the garage behind the bar and find Ralphy under the car. Talk to him, and he tells you he has the car for you. He also tells you how you must talk to the man at the gatehouse outside the Racing Circuit to get inside.

Ralphy teaches you how to steal a Schubert Six.

Follow Ralphy to the red car and watch him break into and start the car. After you learn that, get in the car and drive forward.



Your time is limited, so don't dally.

From the alley, turn right, then left at the T-intersection. Take the first right. Follow the road as it bears left, then to the right.



TIP Avoid collisions while driving at night. If you damage your car and lose your headlights, driving in the dark is difficult.



Make the left turn.

Take the left turn, then the next right. Follow this street and stay on it as it changes to a country road. Follow the road to the entrance of the Lost Heaven Racing Circuit. Stop the car at the gatehouse and get out.

Approach and talk to the man in the gatehouse.

Bobby chats for a minute, then heads to the gate. Get in the car and slowly pull ahead to the gate. Stop after Bobby has it up, and he jumps in the car. Drive through the tunnel and continue on the road on the other side.



The garage is ahead on the right.

Drive past the garages on your left and stop at the far end of the garage area. The garage containing the car you're after is in the second to last garage on the right. After you stop your car, get out. Bobby opens the garage doors, tells you where to go, and to hurry.



CAUTION!

The race car has no headlights. Be careful driving through the country on your way into the city. Boost the game's gamma so you can see better through the control panel. Go to the control panel, press `esc`, click on Options, then Audio/Video. Select Gamma, then slide the bar to the right.



Get in the race car and drive out the way you came.

Drive toward Little Italy retracing the route you followed to the Racing Circuit. At the second T-intersection, turn right, then make the next right turn after the corner. Lucas Bertone's shop is under the Giuliano Bridge in New Ark; cross the West Marshall Bridge.



TIP To save a few seconds, take the alternate route (shown on the map) which cuts through back alleys.



NOTE



The experimental race car moves like greased lightning, and can easily reach speeds of over 100 miles per hour. It's easy to lose control of the car at high speeds. If you crash, the mission ends.

Drive

one block and turn left. This puts you on the approach to the West Marshall Bridge. Cross the bridge, turn left, then right. Drive forward two blocks and turn left onto the broad street with trolley tracks in the middle. Follow it as it bears right, and cross the Giuliano Bridge—don't stop to watch, but you'll see a mini-drama on the bridge with a man threatening to jump off, and people urging him to come down.



The area is familiar from your taxi-driving days.

Take the first right after coming off the bridge, then turn right at the next intersection. Drive one block, turn left, and then take the next right. Bertone's auto shop is ahead on your right. Drive in through the open garage door. A cutscene begins.



Return the car to the Racing Circuit before the time is up.

Lucas's modifications result in the car having about one-third less power, so you must move quickly. You should be able to return the car to the garage without any incident, but time will be tight. Simply retrace your path back to the circuit and into the garage.

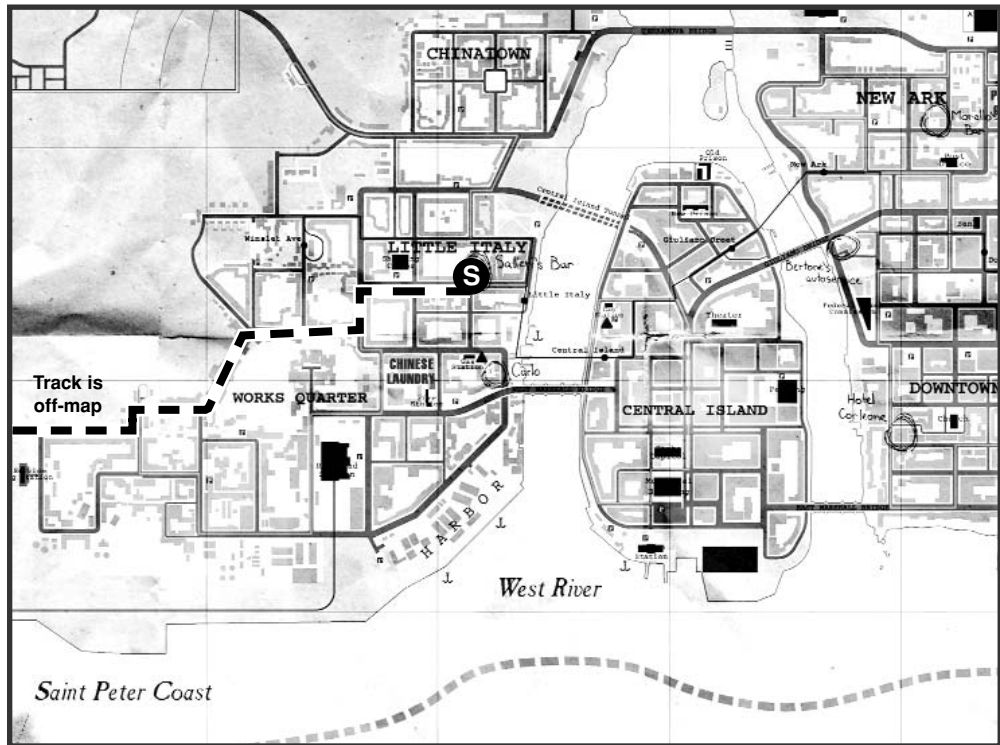
Drive into the garage and park the car.

Back the car into the garage. Jump in the Schubert Six and drive to Salieri's Bar to end the mission.



MISSION 6: RACE DAY

Tommy's sabotage of Morello's race car worked perfectly. However, the deck is still stacked against Don Salieri—his driver broke his arm. The only goodfella with driving experience, Tommy is called upon by the Don to race against the other drivers. When you're racing for the Don, second place is not an option.



MISSION 6

S = Salieri's Bar = Start Point

Mission Objectives

- Drive to the Race Circuit in the time allotted.
- Race against the other drivers and finish first.

Walkthrough

When the cutscene ends, get the Schubert Six from the lot behind Salieri's Bar.

Drive to the Racing Circuit by the same route you took in the previous mission. You have about five minutes to get there, so don't rush. If you attract police attention, you will not have enough time to lose them and arrive at the Racing Circuit in the allotted time.



Drive to the garage at the right.

Don Salieri's garage is near the one you visited last night. Drive to where you see men congregating and get out of the car. Walk to the group of men that includes Paulie, Sam, and Frank, and talk to them. A cutscene begins.



You're far from the pole position, and you've got to be in first place at the race's end.

The next action sequence begins with you in your car at the starting line, in the seventh position of thirteen cars total. As soon as the race starts, veer to the left and make your way to the front of the pack. Work carefully to overtake the lead car.



CAUTION!

The other 11 drivers in the race are aggressive and work by themselves and together to ram you or drive you off the road. Be careful when passing.

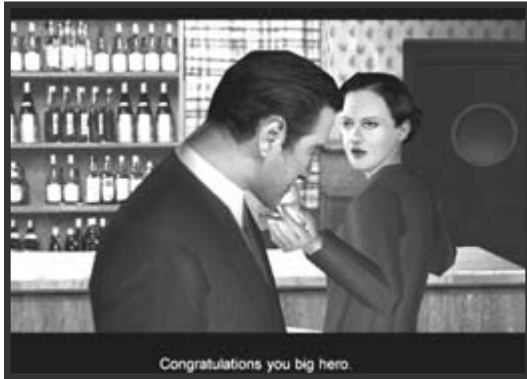


Several cars crash. Stay away from them.

Be careful at the hairpin turns, but there's no easy way to complete the mission without skillfully driving fast. Work to take the lead position of the 13 cars early. The cars behind you occasionally crash and will remain farther behind you throughout the race. Work to overtake the first group of cars at the first hairpin, and anyone else in front of you at the second turn.

NOTE

While you're racing, keep one eye on the radar, and one on the road. If you don't know what's coming up, it's easy to become part of a multi-car pileup. Additionally, while you may drive cautiously on the course, use the straightaway near the stands to put distance between you and the other racers by going as fast as you can. Finally, if you lose the race, you must do it over again until you finish in first place—the game will not advance to the next mission until you do so.



After winning the race, the cutscene at Salieri's Bar begins—Tommy sees Sarah and Michelle for the first time.

Lucas wants to show his gratitude to Tommy in his own way.

Following the cutscene at the bar, Tommy will be told to go and pay Lucas Bertone a visit. Get a car from behind Salieri's, and drive to the auto shop. Lucas will teach you how to steal a Lassiter, and tell you that one is parked behind the Municipal Building on Central Island.



NOTE

This is the first of several subquests throughout the game. Stealing the Lassiter is mandatory, however, future subquests will be optional.




Find the car and make it yours.

Drive to the parking lot, and steal the car. Once you've got it, drive it back to Salieri's and park it in the back.

TIP Do not attract police attention!



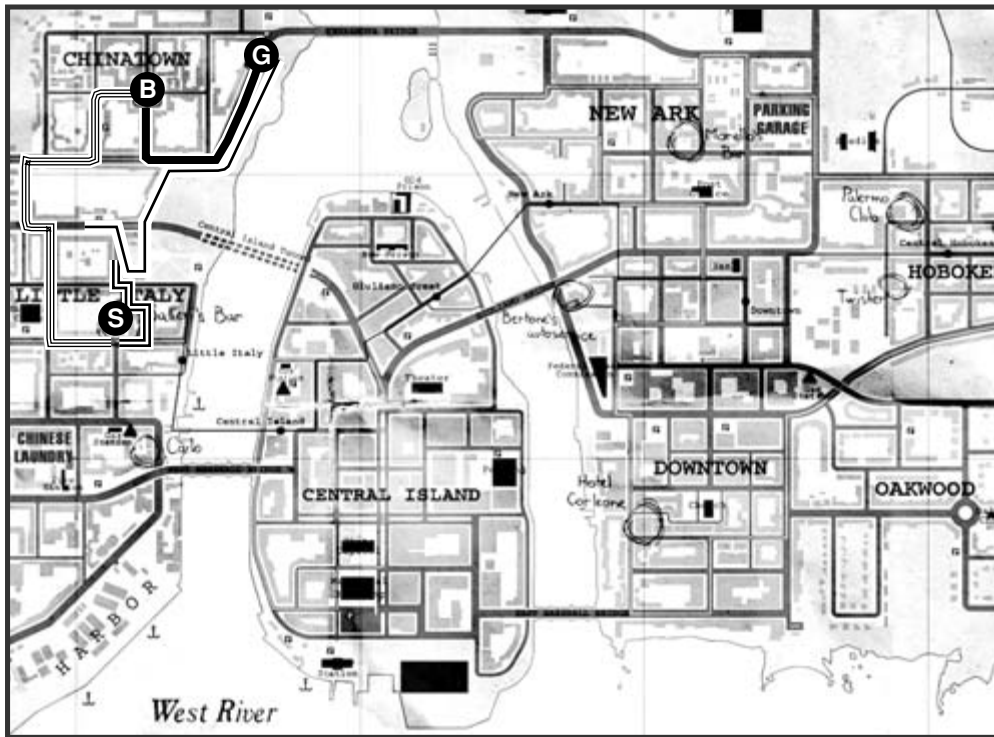


8. TOMMY'S STORY II: Life Gets Complicated

MISSION 7: SARAH

Local punks gave Sarah, the bartender's daughter, problems as she walked home from the bar last night. That doesn't sit too well with Luigi, so he asks Tommy to escort Sarah to her apartment. The punks show up, but in taking care of them, Tommy gets more deeply immersed in the corruption of La Cosa Nostra.





MISSION 7

- == = Walking path w/Sarah
- = Biff to service station
- === = Driving to Biff
- = Car chase at end point of chase dependant on player's actions during chase

- S = Salieri's Bar = Start
- B = Big Biff
- G = Gang at old service station

Mission Objectives

- Defend Sarah from the punks in the alley.
- Rescue Sarah from another group of thugs.
- With Paulie, permanently take care of the punks.



Walkthrough



Begin outside the bar with Sarah when the cutscene ends.

Sarah begins walking. Follow her as she strides down the street. If she calls for you to keep up more than twice, the mission will unsuccessfully end.

The punks find you shortly, so be ready.


As you walk down the street, check your inventory and arm the brass knuckles. The three punks find you after Sarah turns into the second alley.



A cutscene begins when the three thugs come out of a doorway on the left.

As soon as the cutscene ends, back up and let the punks come to you. Take them on one at a time, and don't be afraid to back up to give yourself room.

TIP Tommy can pick up the plank of wood to help beat the thugs.



Some more punks abduct Sarah farther down the alleyway.

If you arrive at the street, break off the fight and run into the alley again. See Sarah being pulled to the left by more thugs. Finish off the original three and chase after Sarah.



TIP

One or all the punks may realize he'll live to fight another day if he runs away and will raise his arms over his head, hightailing it out of the alley. Let him go—you must rescue Sarah.



Enter the alley into which the punks pulled Sarah.

Draw the thugs away one at a time to take care of them. Slowly approach where Sarah is on the right, backing up when the first punk runs toward you.



There are three punks in the alley. Be careful.

Keep moving and throwing punches. If the punks get into a tight cluster, they hit each other accidentally as often as they hit you. Meanwhile, Sarah's yells for help have paid off.



Take out the remaining punks and go to Sarah.

Look around and finish off any punks hiding in the shadows. After they all fall, go to Sarah and talk to her.

Occasionally look behind you as you walk to make sure no punks follow you, as one or two may try to terminate you. After you reach Sarah's apartment, a cutscene begins.

Continue walking Sarah to her apartment, where she bandages Tommy's wounds with TLC.



Better Get Used to It



Tommy and Paulie must visit Vincenzo for some weapons.

Following the cutscene, walk through the bar, out the back door, and to Vincenzo's at the top of the metal staircase. Vincenzo outfits you and Paulie with Colts and baseball bats.

After picking up the weapons, return to the car lot behind the bar. You can pick any car—Ralph doesn't teach you how to steal one for this job. Select a car from the garage. Drive out to the street, and follow the compass to Big Biff in Chinatown.

Get a car from Ralph.





Turn right and head toward Chinatown.

Turn right onto the street, and take the first right turn. Drive two blocks, turning left at the intersection. Take the first right, then turn right at the top of the hill.

Biff stands at the Chinatown square.

After turning right, turn at the second left, under the Chinese gates. Drive one block, then turn right. Drive one block and up onto the central square. Stop the car and get out—Biff is the large man standing still in the square's center.



TIP Hide your weapons when you exit the car, otherwise the police will see you carrying and arrest you.



Click the action button to initiate the conversation with Biff. After he tells you the gang is holed up at the old service station near the Terranova Bridge, he walks away. Get into the car.

Talk to Biff, who tells you where to find the gang you're looking for.

Back up and get the car on the street. Follow it around the corner of the square and turn right. Drive one block and turn left onto the main road, passing under the Chinese gates. Follow the street to the old service station, ahead on the left.



Return to the main road, and head toward the old service station.

TIP Two words can be used to describe Paulie—enthusiastic and overconfident. As good a fighter as he is, keep an eye on him to make sure he's not in over his head.



Park in front; the gate sits on the left.

Kick the red gate by walking to the gate and right-clicking. Walk forward and to the left. A short cutscene shows Paulie calling out the gang members—the fight begins.



NOTE



As you exit the car, Paulie reminds you there should be no shooting. You can pull a gun, but don't fire. If you do, the gang leaders will flee, and the mission will not be a success.

Paulie charges ahead. Stick close by and don't let him get killed.

Stay with Paulie to waste the first gang member. As soon as he goes down, advance to the open yard, staying to the left—Paulie goes to the right. Stay clear of Paulie to prevent accidentally hitting or being hit by him. Advance a little more, and two more gang members appear from around the right corner.



TIP As you engage the gang members, back up. They charge forward, allowing your swings to hit. Many of their blows miss, however, because you keep moving out of their range.





Go around the corner, and advance to the next courtyard.

Talk to the man in the courtyard, then climb the fire escape ahead and slightly to the left. On the fire escape railing, walk away from the courtyard you were just in, jump to the next courtyard, and run to the building. When Paulie arrives, he tells you to pull out your gun, because the gang members drew theirs. Wait until the gang members fire.

Plug the first three gang members in front of you.


Paulie provides good cover, but work with him to make quick work of the three gang members who shoot at you. Target the one on your left first, and Paulie will shoot at the two in the distance coming over the fence.



Help Paulie.

When your gang member is dead, target the other two if Paulie hasn't finished them off yet.

TIP Check the gang members for guns. One of the first you killed owns a Smith & Wesson 27 Magnum, which has excellent stopping power.





Proceed toward the auto shop, killing anyone who gets in your way.

Continue toward the passageway behind the thug you just killed. Inch around the right corner, picking off the gang member in the distance before he sees you. Shoot him.

Continue forward and pick off the two gang members ahead of you.

Keep an eye on Paulie—he doesn't always stay behind you and may occasionally hinder your shot. After the gang members ahead die, advance and turn right.



Shoot at the two figures near the green car.

The gang leader is ahead. Shooting at him or running toward him begins a cutscene that shows the leader and another member driving away. Immediately afterward, you and Paulie appear outside the service station. Get into the car, and follow the gang leader.

The gang leader can't drive well. Follow him to Little Italy.

Pull as close as you can to the leader's car. Paulie shoots at the two men inside, but they shoot back and can kill Paulie, so be careful. Follow them through the park and alley onto the street. Do not stop for the police if they see you speeding.



Hit the gang leader's car as often as possible.

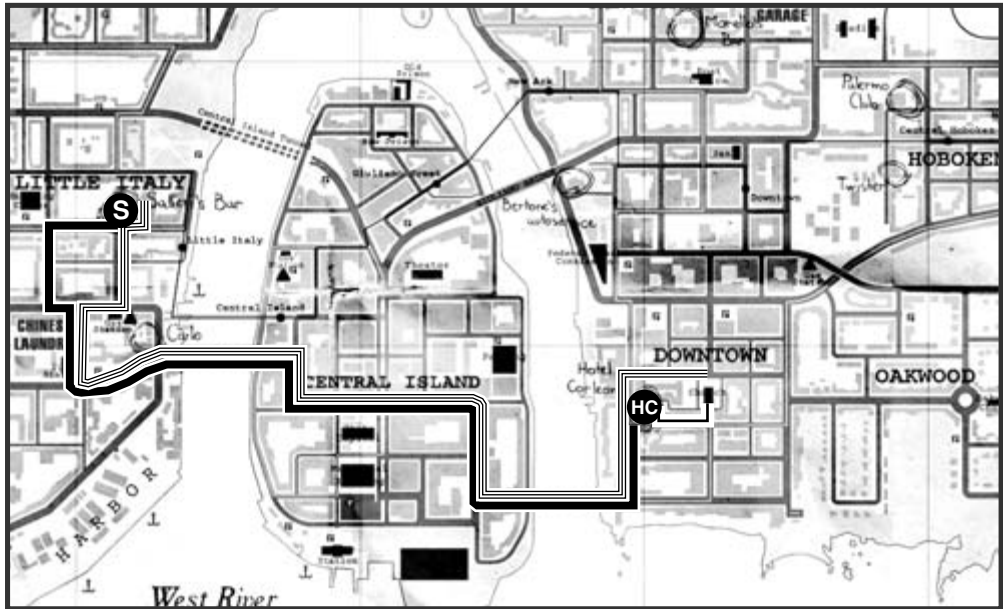
After several solid hits to the other car, the car halts, and a cutscene begins, showing the gang leader's car crashing and Paulie killing the driver in cold blood—when Tommy gets cold feet. Paulie has no more bullets left and assumes the passenger is dead. The mission is a success, and options in Free Ride will be unlocked.

TIP Check where the gang members are on the map if you lose sight of them. Find them quickly though, you only have about two minutes before they'll escape, and the mission will end if you can't see them. Also, use the map to follow their progress, cut them off, and surprise them.



MISSION 8: THE WHORE

To send a message, Tommy has been asked to kill the manager of a popular downtown brothel, kill an informant who works there, and blow up the manager's office. He reluctantly accepts the mission, not realizing that there's a good chance he'll never come back alive.



MISSION 8

- S = Salieri's Bar = Start
- HC = Hotel Corelone
- = Rooftop pathway
- ≡ = Church to Salieri's

Mission Objectives

- Kill the manager of the Hotel Corleone.
- Find and kill the prostitute who's talking too much.
- Blow up the manager's office on the top floor.
- Escape and return to Salieri's Bar.

Walkthrough



Start the mission in a car in front of Salieri's Bar after talking to Frank.

Your destination is downtown, so you must cross the West Marshall Bridge and go through Central Island. Drive ahead, taking the first left. Drive two blocks, turn left, then make the first right. Drive one block and turn left onto the West Marshall Bridge approach.

Cross through Central Island using the speediest route.

Cross the bridge and turn right. Turn left at the T-intersection, then take the third right. Drive one block and turn left onto the East Marshall Bridge. Make the first left after crossing the bridge.

Drive two blocks. The Hotel Corleone is ahead on the right. Pull up outside, exit the car, and walk to the doors.



The Hotel Corleone is ahead on the right.





The receptionist tells you where to find the manager.

When you enter the hotel, approach the receptionist behind the desk. Engage him in conversation, and he tells you the location of the manager. Talk to him again, and he advises you not to ask too many questions about girls that work in the hotel. Turn left and head toward the restaurant.

The manager sits at the corner table.

Turn right, passing through the lobby area into the restaurant. The manager is ahead on the right, while his bodyguard sits across the restaurant by the windows. Walk to the corner behind the manager.



TIP

Do not draw your gun until just before you kill the manager. If the hotel guards see you carrying it, they open fire.



Shoot the manager, then the bodyguard.



Crouch down so the manager is between you and the bodyguard, arm yourself with the Colt, and shoot the manager. He runs if you take too long between shots. After the manager dies, stand up and shoot the bodyguard across the room. Back into the corner, crouch down again, and reload the gun

Wait for the bodyguards to come to you.

Three guards come into the restaurant in succession. Stand up and shoot each in the head as they enter. You need quick, efficient kills—if two or more survive, they gang up on you in the corner and kill you.



NOTE



If the manager escapes, he runs and locks himself in his office on the top floor. You must kill him before you plant the bomb.



Search the guards' bodies, and take their weapons.

Arm yourself with the Smith & Wesson 27 Magnum, and exit the restaurant. On the immediate right is a sailor. Although he looks helpless, he is armed and shoots at you after you pass him. Kill him.

Return to the lobby, turning left at the end of the registration desk.

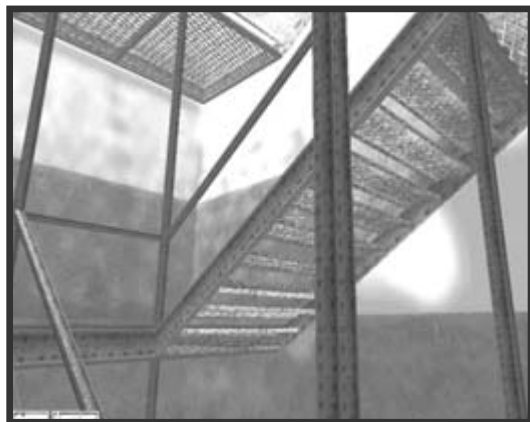
Walk behind the desk and into the small office. Pick up the key hanging on the wall, and use the first aid kit if necessary. Reenter the main lobby, and head for the double doors near the elevator.



Grab the key and use the first aid kit, if needed.



Guards wait on each level, but there aren't any in the service stairwell.



Open the doors and turn left. Open the first door on the left, and climb to the second floor using the service stairs. That's two flights up—you came in on the ground floor.

Open the door and crouch. Sneak out.

Look down the hall for the guard—he's armed with a sawed-off shotgun that can kill you with one shot if he stands close enough. Turn to the right and wait—he comes around the far corner. Pick him off with the Magnum before he sees you.





Follow the hallway and turn right. Your target lies behind the first door on the left.

Click the right mouse button when you near the door to start the cutscene. As soon as the cutscene ends, return to the service stairwell, and climb to the top floor.

Be careful—guards wait up here.

Crouch and sneak down the hall to the right. Open the doors on the right, and slowly peek out. Kill the guard on the landing with two quick shots. Run across to where he stood. The manager's office is ahead and on the left.



Enter the office while crouching, and kill the guard inside by the far wall. Walk to the desk; press the right mouse button to grab some money and plant the bomb.



Enter the office—a guard is inside.





The cops surround you—time for a spectacular escape.

As soon as you regain control of Tommy, step out of the director's door. A cutscene showing Tommy successfully making it to the next rooftop begins.

You must get down to the street, but the police are looking for you on the rooftops.

Run forward and to the right, and climb up on the ledge. Scurry between the buildings, and climb the fire escape to the top. Load your gun as you climb. At the top, turn right and follow the rooftop path to the door. Open it, climb the stairs, and go through the next door.



To get to the rooftop, climb up on the ledge of the building you're on, then climb to the next higher ledge. Once up, turn right.



Turn right and climb to the rooftop on the left.



Jump between the buildings.

Carefully climb up on the ledge of the building, and jump to the next building. Head to the far right corner. Jump down to the next building and crouch.



A police sharpshooter waits two buildings ahead.

Move forward in a crouch to the edge of the building. Shoot the policeman with the 27 Magnum, killing him.

From where you killed the sharpshooter, proceed to the rear left corner of the rooftop, and jump on successively lower landings to the

next rooftop. Load your gun, and walk to the right to find a passageway down to the next rooftop.

Be careful as you jump down—too big of a leap kills you.

Edge to the corner where the “steps” to the lower roof of the next building begin. Three cops exit the door on the rooftop and spread themselves out. Using the corner and the cover provided by the brickwork, pick off all three.



The roof is crawling with cops.

TIP

You have the high ground—the cops won't come up to the roof you're on, so use the position to your advantage.



Don't run out on the roof after you kill the three cops. Two more come up—deal with them in the same fashion you dealt with the original three, using the cover of the ledges and brickwork while picking them off.



After killing the three cops, two more come out on the roof.

Move quickly on the roof—two more cops show up on the roof of the building above. Stay close to the building, away from the street side, so they can't shoot you. Carefully pick them off.

Pick up ammo from the dead cops—more appear on the roof.





Move forward again after all the cops die.

Climb to the roof that held the sharpshooter. Grab his rifle and run to the scaffolding between the two buildings to the left.

Jump onto the scaffolding.

Walk on the scaffolding toward the church. Turn into the church.

The Priest

Enter the steeple and climb down, stopping to get health from the first aid box. When you reach the bottom, a cutscene begins.

Remember the funeral Frankie mentioned at the beginning of this mission? You just crashed it.



Morello's men and the cops shoot at you, so be ready.





Climb down the steeple stairs carefully.

As soon as the cutscene ends, crouch and move to the left. Amidst the shooting, one of Morello's men charges into your area. If you have a loaded rifle, shoot him with it. Edge out a little, and kill the thug in the left-hand pews.

Grab the dead thug's gun, and run out the door. Turn to the left, and

take cover in the extreme far end of the sanctuary. Arm yourself with the Colt, reload it, and inch to the right. Duck under cover when the gangster in the pulpit shoots at you.

Count shots and open fire on the gangster while he reloads.

Kill the gangster in the pulpit and the one on the ground nearby, using the same method. After they die, advance to the pulpit steps in a crouch, watching for the thug with the Tommy gun in the balcony.



Climb the steps into the pulpit. You have the high ground.

From the pulpit, shoot the thug with the Tommy gun in the balcony, aiming for the muzzle flash if you can't make out his body in the dim light. Another gangster is below you and to the far left. Snipe him with the pistol from your vantage point.



Climb down from the pulpit, but stay toward the front of the sanctuary. Three gangsters enter the back of the church. Pick them off while ducking beneath the pews.

Alerted by the noise, three more of Morello's men come inside the church.

Keep your gun in hand, reloading it after killing all the men inside the church. A cutscene begins after the last gangster is killed. Run straight ahead, and get into the hearse. Head to Salieri's.



Time to make your escape. Watch out for the cop to the right.



TIP If you can get into the hearse and move before the police show up, make the first left and go the wrong way down the one-way street. Follow it behind the church, and then turn right and stop in the alley until the police stop looking for you.



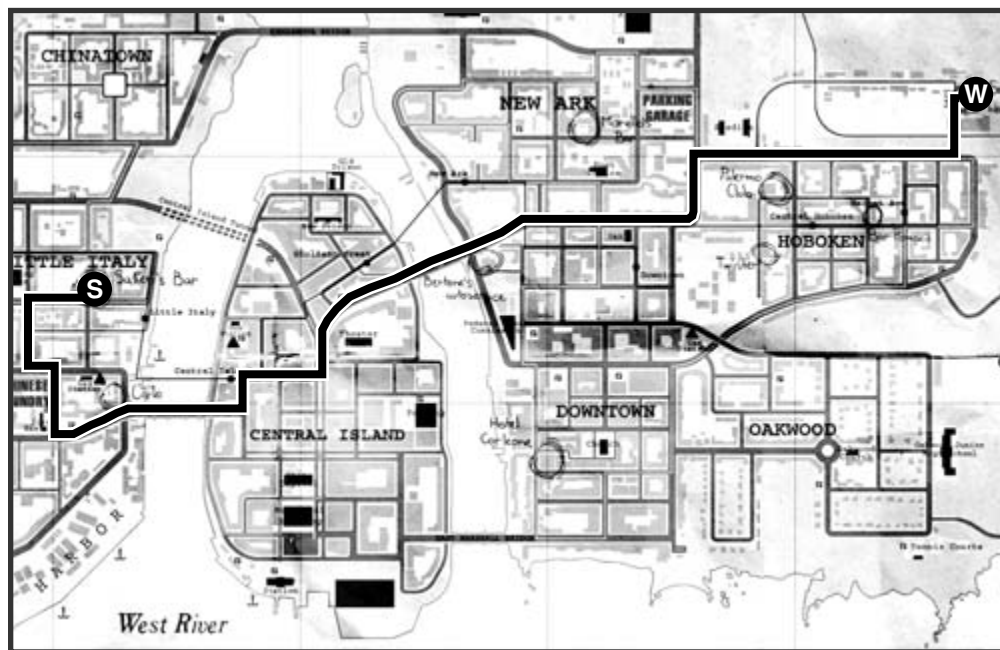
Drive carefully—you're a wanted man.

Thanks to the church massacre, you're wanted by the police, who are on their way to your location. You're going to have to use all your cunning to elude them, from driving and then ditching the car, to riding public transportation, and keeping a low profile. Avoid the police; your freedom depends on it. The mission ends when you return to Salieri's, park the car, and return to the bar.



MISSION 9: A TRIP TO THE COUNTRY

Don Salieri has some of the finest Canadian whiskey coming into town—import and duty-free. It should be a cakewalk, as easy as baby-sitting two trucks full of liquor can be, anyway. Unfortunately, Morello wants to make things a little less comfortable for Salieri.



MISSION 9

S = Salieri's Bar = Start

W = Warehouse

Mission Objectives

- Drive to the farm in the country to pick up the liquor.
- Drive the trucks to Salieri's warehouse.
- Deal with any resistance in a permanent fashion.

Walkthrough



After talking to Frank and getting a car from Ralph (a Bolt V8), drive to Salieri's liquor warehouse.

The warehouse is located in Hoboken. You must cross through Central Island and New Ark, so head for the West Marshall Bridge. Drive forward one block, turn left, drive two blocks, turn left again, and make the first right to get on the West Marshall Bridge approach.

Cross through Central Island and into New Ark. Proceed to Hoboken.

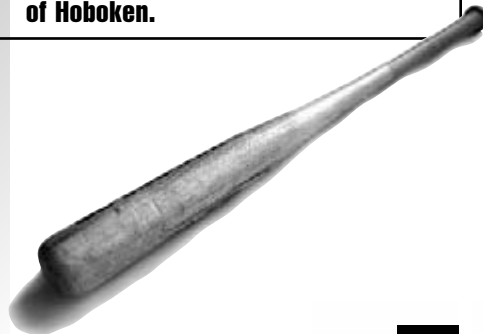
Turn left at the end of the bridge, following the street as it turns right at the corner. Drive two blocks and turn left on the broad street with trolley tracks. Follow the street as it bears right and becomes the Giuliano Bridge approach. Turn right after the street turns left under the elevated train tracks to continue into Hoboken.

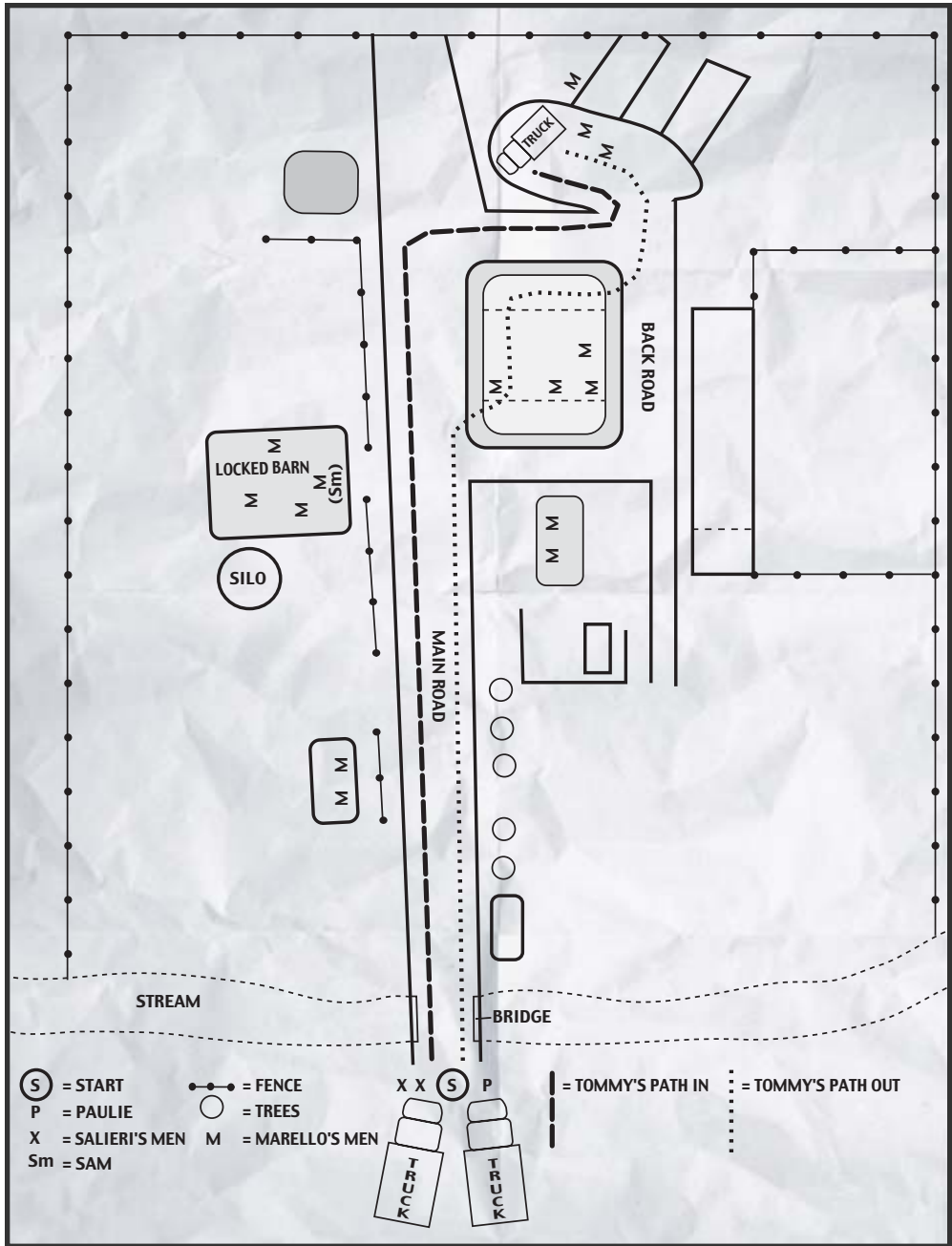


Make the second left turn off the street. You pass Hoboken on the right. Cross the train tracks and continue forward. Don Salieri's warehouse is ahead on the right. Pull in and a cutscene begins.



Find the warehouse on the outskirts of Hoboken.





MISSION 9 FARM

Arm yourself with your Colt 1911 at the farm.

After the cutscene ends, run down the muddy road to the end, and walk to the truck's driver's side. Another cutscene begins. When it ends, kill the two men shooting at you. A third appears from behind the barn. Kill him, grabbing the shotgun and ammo for the Colt.



NOTE



Like most bootleggers, Morello and the sheriff's men prefer shotguns. The Colt fires faster and fires more shots in the same amount of time as a shotgun, but you can't beat the shotgun for raw stopping power.



The farm crawls with Morello's and the sheriff's men. Kill them on the way back to Paulie.

Using the back road, return to the back of the large open building on the right that you passed coming in. Enter the first open bay, and walk past the Canadian liquor crates to see into the next bay. A guard waits behind the door. Run in, kill him, and run to where you previously stood.

Switch to the shotgun, and kill the men from the upper level if they come looking for you. If they don't, crouch and sneak into the second bay, with an eye toward the stairs to the left. Your presence causes one thug to come downstairs. Kill him and the one near the back of the wagon. Move toward the steps to lure another thug downstairs. After the men die, use the first aid.





Your shots alerted the men on the upper level.



After all three check out, head upstairs—carefully.

A thug with a shotgun waits at the top of the staircase on the second floor. Arm yourself with the Colt, and carefully back up the stairs until you spot him. Wait for him to look away, kill him, then return to the front of the building and the main road.



Edge outside in a crouch until you can just see the door of the building to the left.

As soon as you see the door, two men rush out. Kill both with the shotgun, using the building you're in as cover. Cautiously continue down the road. When two men exit the building on the right, turn and run to the corner of the building you passed.

Use the corner for cover, and kill both with the shotgun when they come into range.

After killing the men, break into a run and head for the trucks. Paulie is under attack.



Shoot the guys in the dark blue and tan coats. Don't shoot your own men dressed in gray.

Help Paulie clean up the remaining thugs that attacked the truck and talk to him. He joins you so you can go back in to rescue Sam.

Paulie leads you back to the open barn for a crowbar.

Run into the barn. Run to the right, kill the thug with the shotgun, and circle around the wagon, killing anyone in the way.



Run upstairs and kill the two waiting thugs.

As always, stay clear of Paulie and his exuberance. Pick up the ammo and first aid, and head to the barn's top floor to find Sam. After you find him, a cutscene begins and Paulie goes to get the truck.


While you wait, make sure the shotgun is loaded.

Crouch by the opening near Sam. A police car pulls up from the left. Shoot the two cops that get out, and return to the top of the steps to wait for more. Kill any cops you see, and head downstairs to the exit. A cutscene begins when you reach Paulie.

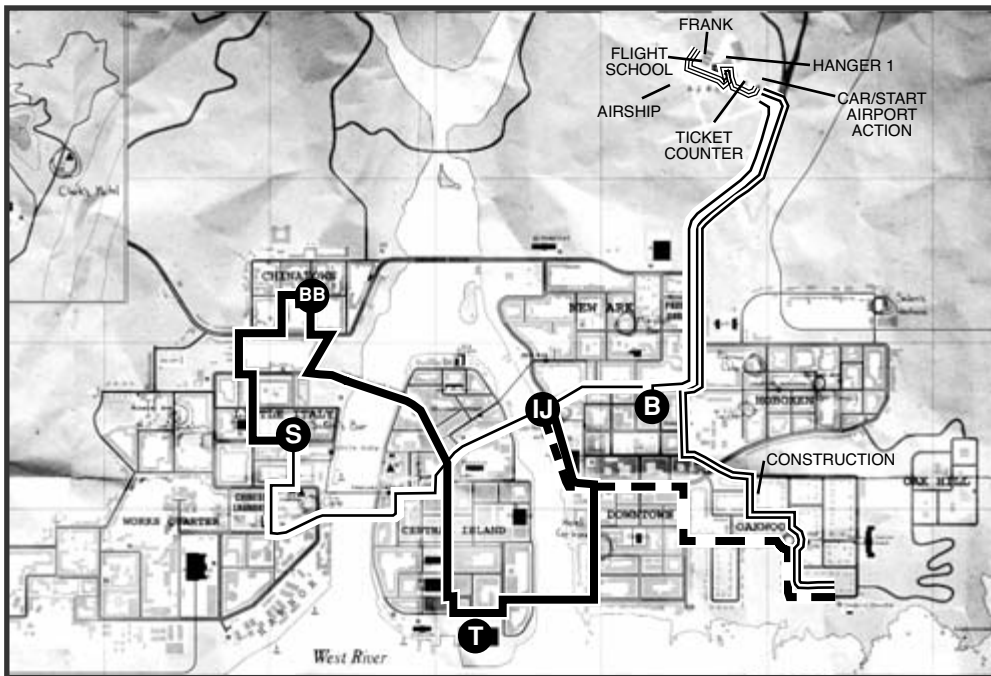
Make sure the cars don't get past you; otherwise, they'll kill Paulie.

Try to conserve bullets and keep the crosshair trained on the drivers of the three cars that come at the truck. Once all three cars stop, a cutscene begins and the mission ends. Return to the Salieri Bar, and visit Lucas Bertone if you wish (see chapter 10, "Subquests").



MISSION 10: OMERTA

Frank sold the Don out to the cops and handed over all Salieri's books. This will end well in only one way—without Frank, the books are useless. Tommy must find and kill Frank before he leaves town. If he doesn't, everyone from Salieri on down will do time—or get the chair.



MISSION 10

- S = Salieri's Bar = Start
- BB = Big Biff
- T = Little Tony
- IJ = Idiot Joe
- B = Bank

- = Tommy to Informant
- - = Tommy to Frank
- == = Tommy to Airport
- = Tommy to Bank & back to Salieri's
- === = Tommy's Footpath at Airport

Mission Objectives

- Find out where Frank is from the stoolies.
- Locate and deal with Frank.
- Recover the accounting books, and return them to Salieri.



Walkthrough



After getting your instructions from Salieri, get a car and weapons out back.

Ralphy, who's under a car in the lot, fixes you up with a new set of wheels, a Schubert Extra Six, while Vincenzo outfits you with a Colt 1911 and a sawed-off shotgun. Head to Chinatown and Big Biff, the first of two informants.

Biff knows nothing, except to tell you to visit Little Tony.

Little Tony hangs out on Central Island near the Gallery. Go around the square, and head back to the main road. Turn left then make the first right. Turn left again at the bottom of the hill, and you will approach the tunnel to Central Island.



The Gallery sits at the far end of Central Island.

Follow the street you took through the tunnel to the length of Central Island, turning left when you see the parking lot ahead. Turn right then left again and find the Gallery and Little Tony on the right. Stop the car, and walk up to Little Tony.



Little Tony tells you to find Idiot Joe down by Lucas Bertone's shop for more information.

Go under the Giuliano Bridge, near Bertone's shop in New Ark. Drive to the end of the block, and turn left, then right to cross the East Marshall Bridge. Take the first left after the bridge, and drive five blocks to the T-intersection. Turn left and follow the street along the riverfront.



Block Joe and his buddies in to give them less room to run.

Slowly drive by the service station. Once you see Joe and his buddies, pull up on the sidewalk and park near them, blocking an escape route.

Joe is the man in the middle.

Walk up to Joe and begin talking to him. He is difficult to talk to, but keep at it. When he begins repeating the same one-liners back to your questioning, punch him several times.



Continue punching Joe until he squeals.

If Joe starts to run, don't punch him more than once in succession, and try to keep him under the bridge. Wear him down, and keep him away from the street.

TIP Every now and then, take a look around for police. If they spot you pounding on Joe, they'll arrest you and the game ends.



Joe tells you that Frank is being held in a building across from the tennis courts in Oakwood.

Get back in the car, make a U-turn on the riverfront street, and head back the way you came. Follow that street after it turns left and drive for three blocks. Turn right at the intersection with the sign for Hoboken, pointing straight.

Turn left when you see the sign for Oakwood.

Stay on the street, and take the first right at the traffic circle. Remain on the main road as it turns to the left—the house is ahead on the left side. As you approach, a cutscene begins.





Follow the Highway Patrol car with Frank inside.

Stay close to the black limo with Frank inside as it heads back the way you came. As it goes around the traffic circle, cut across the middle, putting yourself closer to the limo. It continues and turns left.

NOTE

Do not stop if the police spot you speeding—you'll lose Frank. Also, Frank and his escorts don't show up on your map, so you must maintain visual contact in order to follow them. Be sure your speed limiter is off.

Follow the car through the construction zone, pushing cars out of the way if necessary.

It doesn't pay to follow traffic laws if your quarry doesn't. Stay as close as possible through the suburbs, and stick to them like glue as they pass Hoboken.



Frank and his escorts are traveled out to the airport.

Keep close to the car with Frank, and the rest of the trip is fairly uneventful. Draw the Colt 1911 after pulling into the airport.





Get out of the car's way—the driver will hit you.

With the Colt drawn, run to the terminal building. Crouch and sneak in the right door. Using the open door as cover, pick off the two thugs in the far right corner. Advance into the building, eliminating the thug behind the right corner and the another behind the ticket counter.

Once the thugs die, Frank runs out of the building.

Grab the Tommy gun and the first aid on the wall if you need it and follow Frank. Turn right and shoot at the police officers in tan coats as you chase them. Take out the man who exits the pickup truck, and head to the right, toward Hangar 1.



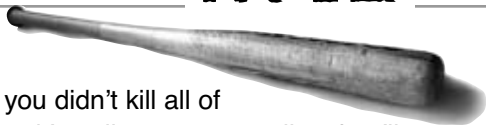
TIP Kill only the police officers. Frank is in the gray suit. If you kill him, the mission will end—unsuccessfully.



Sneak up behind the thug near the green container in the hangar.

Arm the shotgun, walk around the right side of the container, and kill the thug. Grab his Tommy gun and kill the gangster in the middle of the hangar. Wait behind the green container, and another gangster comes around the same way you did. Kill him and collect all the guns.

NOTE



If you didn't kill all of Frank's police escorts earlier, they'll be behind the container at the far left corner of the hangar. Stay on your toes in the hangar—your enemies will be on the move, and have at least two approaches to your position. It's a rough gauntlet.



Terminate the sniper.

Run to the hangar's far end, and peek around the left corner until you see the guard in the tower. Use the S&W Model 10 to pick him off.



NOTE



If you feel lucky, you can probably make it across the runway at a full run without getting hit.

Cross the runway to the right.

Run to the right side of the far right building and arm the shotgun. Sneak to the corner and look around it. Kill any police that come running and the one nearby armed with the Tommy gun.



Find Frank near the lamppost by the cars in the distance.

From the corner of the building, kill Frank's final guard with a pistol, being careful with your aim. After Frank is unguarded, run to him. A cutscene begins and Frank explains to Tommy that his family is being held nearby.


Continue toward the zeppelin in the distance.

The flight school is to the left. Using the car for cover, kill the two guards that come running from the door. Enter the flight school—find Frank's wife and daughter ahead on the left, near the phone booth. Use the first aid if you need it.

NOTE

When you run inside the flight school, you'll hear a man on the telephone calling the police. If you kill him before he completes his call, the police won't show up at the airport.

Go back and get Frank.

Another cutscene begins when the family reunites. Frank tells you they need tickets to get on the airship for Europe. The tickets are back at the terminal. Cautiously exit the flight school—two policemen are coming from the right.





Wait for the cops to show up (if they do) and kill them.

Run back to the ticketing terminal. The tickets sit on the counter to the left. Grab them and return to the front of the flight school for a final cutscene with Frank and his family. Frank tells Tommy that Salieri's books are in a safe deposit box at the First National Bank. After the cutscene ends, return to the car.

TIP If you're tired of running back and forth, steal a car parked behind the flight school. Also, for a change of pace, steal the pickup truck at the beginning of the mission, and use it as your weapon instead of guns. It's crude, but effective.



Return to the car, and head to the city.

Turn left one block after the street turns right near Hoboken. Find the First National Bank on the left after the turn. Park and exit the car. Walk to the front of the bank, and Tommy goes inside, returning a few seconds later with the books.



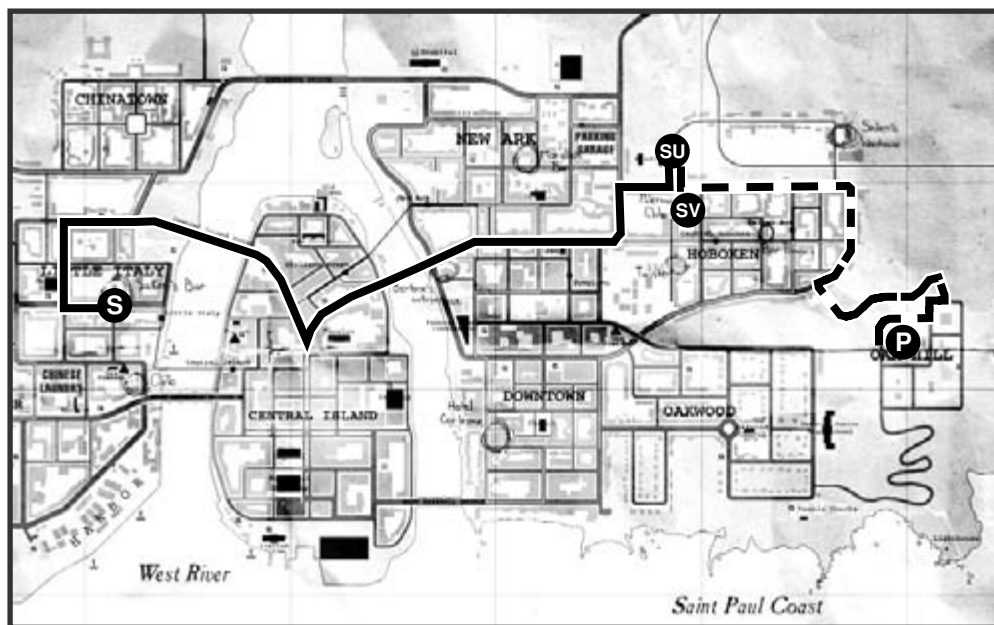
Follow your normal route back to Salieri's.

The Don is very pleased with your work. If he only knew you let Frank escape, however, he'd have you killed before your next heartbeat. Visit Lucas Bertone if you wish.



MISSION 11: VISITING RICH PEOPLE

Frank's defection isn't Don Salieri's only problem. The city's chief prosecutor has amassed nearly enough evidence against Salieri to shut him down for good. The thing is, the prosecutor knows his town's police force is corrupt, so he keeps the files at his home in Oak Hill. Pick up Salvatore, the Don's safecracker, to steal the files.



MISSION 11

S = Salieri's = Start
 SU = Salvatore
 P = Prosecutor's House
 SV = Salvatore's House

— = Salieri to Salvatore
 - - = Salvatore to Prosecutor's House

Mission Objectives

- Pick up Salvatore in Hoboken.
- Drive to the prosecutor's house.
- Break in and steal the files.

Walkthrough

After the briefing from Don Salieri, visit Ralph and Vincenzo for a car and weapons.

Take the tunnel to Central Island (follow the map), then take the Giuliano Bridge into New Ark and Hoboken. After turning right to enter Hoboken, take the first left. Salvatore waits ahead on the left, near the stadium. He jumps in the car when you pull up.



Make a U-turn and turn left onto the main road.

Follow the road past Hoboken on the right, and continue as it turns right. Take the first left up the windy road to Oak Hill.



Turn right at the intersection, and follow the road as it turns left.

Make the first right, and follow the road as it passes the walls of mansions. Before a left turn, Tommy announces that you've reached your destination. Get out of the car, and Salvatore follows you.

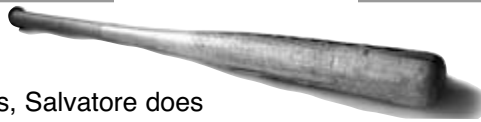


The front gate is guarded, so use the side entrance.

Near where Tommy said you arrived, find a small entrance to the garden. Click the right mouse button on it, and speak to Salvatore to get him to pick the lock for you. Go through the door.



NOTE



Inside the grounds, Salvatore does exactly what you do in terms of movement. If you crouch, so does he. Run and he runs. If you look at Salvatore and click the right button, you tell him to wait there. Click it again for him to follow you.



Inside, creep ahead to the end of the hedges directly in front of you.

Once there, peek to the left to spot the guard. After the guard heads back on patrol, run forward and to the left.





Creep along the path parallel to the two guards near the fountain.

As you move forward, stay on the grass on the path's left side. Keep an eye on the house and the guard walking on the back patio as you continue. Stop when you get near the light on the right.

TIP

The maid is inside, cleaning the house and moving from room to room, turning on the lights as she goes. Wait until she leaves the dining room, the room adjacent to the back patio with the guard, before you begin the approach. If she spots you, she attracts the attention of guards.



Wait for the guard to pass behind the corner, and run to the house.



Run forward and to the right, keeping an eye on the guard near the house at all times. He will come down to the pool area, so you'll have to duck through the hedges to avoid being spotted. Wait until he returns to the patio to advance. Once he has returned to his earlier location, sneak up to the patio wall. Creep towards the steps to your right.





Dispatch the guard with one hit of the baseball bat.

Stop at the base of the steps, and peek up to see the guard above. When he turns to walk to the left, run up the steps. Hold the left mouse button until the meter fills, and hit him with the baseball bat. Grab his shotgun.

Enter the house via the dining room.

Move fast—the maid returns to the dining room shortly after you enter the house. Cross to the wood door in the opposite wall on the left, and creep into the entrance hall.



Climb the first flight of stairs, then climb the stairs to the left.

Run up the staircase to the right, then take the left short staircase. At the top of the second flight, go through the wooden door in the corner ahead to the right. Immediately turn left, going through the door at the end of the hall and into the prosecutor's office.

The safe sits in the far left corner.

Walk to the safe, and press the right mouse button. A cutscene begins, showing Salvatore cracking the safe. While Salvatore works, Tommy spots the prosecutor and his two personal bodyguards pulling up in front. It's time to leave.

**NOTE**

Leave by the front gate in one of two ways—running, or driving the prosecutor's sweet car.

**Exit the house via the back staircase and hallways.**

Press the right mouse button to grab the papers from the safe, and run to the door. Instead of turning right to return the way you came, run straight down the hall to the door at the end of the hall. Go through it and down the stairs.

Come toward the entrance hall from the side and surprise the guards.

Go through the door at the bottom of the stairs, and follow the hallway as it turns left. Crouch and sneak to the door ahead. If the entrance hall is still dark, wait until the prosecutor enters and goes upstairs. Sneak toward the front door.



Creep out the front door, checking for guards.

One guard should stand to the left, looking away from you. Sneak to the Silver Fletcher parked under the carport, and click the right mouse button, telling Salvatore to pick the lock. Guard him while he works.



Drive out the front gate.

Once in the car, back out, and hook the car to the right corner. Move quickly—the guards notice you and start firing, damaging the car, you, and Salvatore. Drive out the front gate.

TIP Be careful driving down the hill to Hoboken. The Fletcher is heavy and quickly picks up speed.



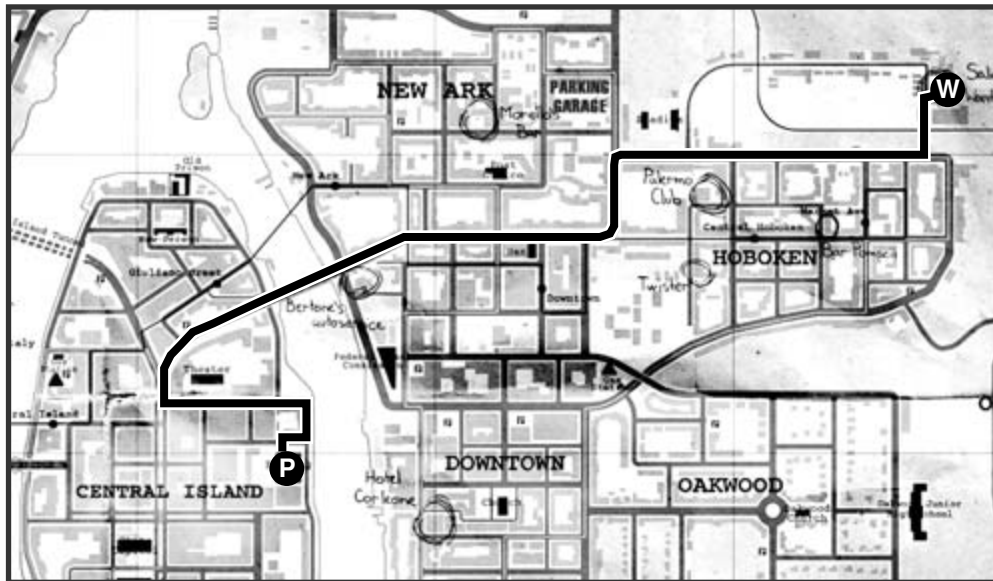
Drive Salvatore home.

Salvatore gives you directions to his house, which is near where you picked him up. Drop him off, and return to Salieri's. Pull into the car yard behind the bar, and go to the back door. The mission is a success.



MISSION 12: A GREAT DEAL

Paulie found a whiskey bootlegger claiming to be from Kentucky who is offering Salieri a great deal on liquor. Seeing the opportunity to screw over Morello and replace the Canadian whiskey he lost at the farm, Salieri accepts the deal. Per the Don's instructions, Tommy takes Sam and Paulie to the garage downtown to do some business.



MISSION 12

P = Parking Deck = Start

W = Salieri's Warehouse

Mission Objectives

- Meet with the men in the parking garage.
- Buy the liquor.
- Deliver the liquor to Salieri's warehouse.
- Permanently deal with any resistance.



Walkthrough



The mission begins after the cutscene shows Tommy and the guys getting their instructions and driving to the parking garage.

Enter the garage and turn right. Climb the stairs to the third floor. Draw the Tommy gun as you ascend.

Meet with the bootleggers, but prepare for trouble.

Head left when you reach the third floor and approach the bootleggers. A cutscene begins. When it ends, shoot the traitor running toward the thugs in the back.



TIP Pump bullets into the hood of any car and it explodes, killing anyone nearby.



Use the car for cover, and waste the thugs at the far end.

Kill the approaching thugs first, then move around the car on the left. Ahead and to the left, two yellow petroleum barrels sit near the gangster's car. Shoot them, and they explode, taking a thug or two with them. Slowly advance to the right, watching for Paulie's and Sam's friendly fire. Eight gangsters surround the cars.



Kill the reinforcements as soon as they arrive.

After you kill the first batch of gangsters, a car pulls up carrying four more. Find cover and quickly eliminate all four. Keep an eye on the ramp—one or two from the next lower level come up to aid their pals.

NOTE



Paulie and Sam are tremendous help in this mission. Stay clear of the front of their guns—you can get caught in the crossfire or killed by friendly fire. Keep an eye on their health as well. If either starts dropping quickly, find him and kill his attacker. If either dies, the mission ends.



Head down the ramp and clean house.

One or two thugs wait to the left when you reach the bottom of the ramp, depending on how many previously came up. Kill them and the gangster in the cage area ahead. Grab the first aid inside.



TIP Behind the white car there is a box containing four grenades. They are extremely useful when clearing out the bottom floor with the cops and gangsters with molotovs.



Continue toward the ground level.

Another thug waits at the top of the next ramp. Kill him and cautiously approach the ramp. A small group of gangsters waits to the left. Kill the thug that runs toward you, then take up positions with Paulie and Sam to kill the other two from a distance.

Collect any Tommy guns and continue down. The police wait.

Kill the thug waiting on the next ramp and continue. The cops blocked the next ramp with two cars, and they lob Molotov cocktails at you when you get close. Two cops wait to the right, and four or five thugs wait to the left. Use the cover you have and destroy them, using Paulie and Sam to your advantage. There is a health pack on the bottom floor.



TIP Learn to determine what gunfire you actually hear. As you get lower in the garage, you hear the police shooting it out with the two guys you left behind.



After everyone dies, Sam comes up with a new plan—steal the truck.

Move the car on the right to clear a path to use later. After you move it, run to the top floor. Sam asks you to drive the truck full of whiskey to the warehouse. Get in and drive out of the garage. Paulie gets in the truck with you.

TIP Be careful not to damage the truck—gently push cars out of the way as you navigate through the garage.



Turn right, then left to head toward the warehouse.

Get to the Giuliano Bridge and into Hoboken as quickly as possible. Two carloads of thugs follow in a black car. Drive fast and you'll likely lose one or both on Central Island. Follow the map to the bridge, then go through Hoboken.



TIP It is sometimes easier, depending on the amount of health you have, to get out of the truck and shoot all the gangsters to avoid any damage to your whiskey.





Use other cars and trolleys to your best advantage.

Whenever the thugs get too close, swerve in and out of traffic to lose them. If they still trail you in Hoboken, turn in front of a trolley coming toward you on the long straightaway. Crashing into the trolley should total their car and kill them.

NOTE



The truck is probably one of the worst vehicles to handle in the entire game. Be very careful as you turn, and keep an eye on the damage meter. If you total the truck, the mission will end unsuccessfully.

Pull into the warehouse parking lot, but be ready for trouble.

If you haven't dealt with the gangsters, they show up at the warehouse, so prepare for a quick shootout. Be ready to go out and keep traffic moving—the mission doesn't end until Sam drives into the parking lot. After he does, the cutscene begins.



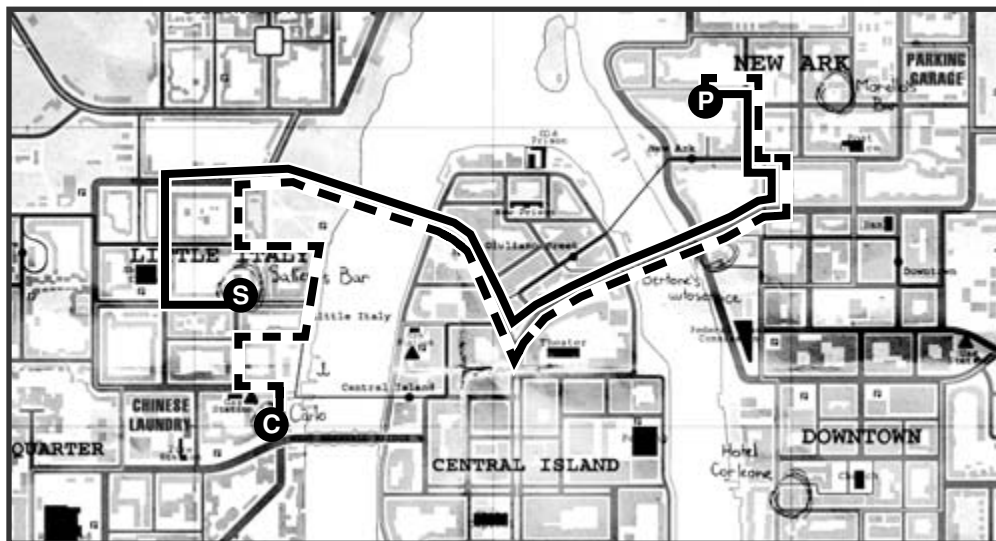


9. TOMMY'S STORY III: A Way Out

MISSION 13: BON APPETIT!

After dealing with business at the parking garage, Don Salieri asks Tommy to drive him to Pepe's Restaurant in New Ark for lunch. Carlo, Salieri's regular bodyguard, called in sick, and Salieri hates to go out alone and unprotected. Tommy agrees, but he can't ignore his gnawing suspicions. After all the business with Morello, Carlo's absence is odd.





MISSION 13

S = Salieri's = Start

P = Pepe's Restaurant

C = Carlo's House

— Salieri's to Pepe's
 - - - Pepe's to Carlo's

Mission Objectives

- Take Salieri to lunch.
- Protect Salieri from any attacks.
- Find out why Carlo was absent from work, and deal with him.

Walkthrough

The mission begins with the Don already in the car.

Drive Salieri to Pepe's. It's in New Ark, so go through China Town and over the Terranova Bridge.





Park in front—the cutscene begins.

Lunch with the Don isn't peaceful. Morello's men attack during the cutscene. Gain control of Tommy, turn right, and go out the back door of the restaurant.

TIP

There's a first aid kit on the wall near the back door of the restaurant. If Tommy was injured in the attack, grab it. Otherwise, save it for later in the mission.



Run out the back of the restaurant.

In the back hallway, take the right door and go outside. Turn right and run up the steps and into the adjacent building. Kill any gangsters coming your way.





Run upstairs quickly and draw your gun.

Run to the second floor landing and kill the thug with the Tommy gun. Grab the gun and shoot at the gangsters in the street below. Kill as many as you can; you're trying to attract their attention.

NOTE

Speed is of the essence in this part of the mission. Salieri puts up a noble defense, but he'll be killed if Tommy doesn't get to the street.

Kill the gangsters who come upstairs looking for you.

Your shots attract two or three thugs from the street. Kill them, pick up any Tommy gun ammo, and head downstairs toward the front door. Kill any gangsters that show up.



From the doorway, pick off the gangsters in front of the restaurant.



Be careful of the two thugs to the immediate right of the door. When the shooting in front of the restaurant has quieted, turn and run toward the back door.

Peg the thug at the end of the alleyway.

Shoot the gangster at the end of the alley to your right as soon as you exit the back door. Watch the back door of the restaurant—another gangster may show up. After you deal with the enemies behind the restaurant, run in the back door and use the first aid.

**Clean up the front of the restaurant.**

Run down the alleyway in back of the restaurant and around the corner to the right. Shoot any gangsters still alive, and creep up to finish off the final thugs. A cutscene begins.

**Before going to Carlo's, pick up Tommy gun ammo.**

You'll have a small firefight where you're headed. Load up, then get into Salieri's car. Wait for him to get in the passenger side, and head to Carlo's.



Carlo lives in Little Italy, so head back over the Terranova Bridge and through the tunnel.

Carlo's apartment is in a part of town that's new to you, so let the compass, map, and Don Salieri guide you. When you reach Carlo's building, get out of the car and follow the Don in.



Bust the door down when the Don is done shouting.

Follow Salieri up the stairs to Carlo's door. Right click to kick down the door. As you run in, you see Carlo run down the fire escape. Run to the window and jump to crawl through.

From the ground, make short work of Carlo.

Carlo is in the back corner with a 27 Magnum. He's a good shot and does damage with one hit, so be careful and count bullets. After he fires six times, empty a clip of ammo from the Tommy gun into him. When he's down, run to where he was standing, crouch, and face the way you came—Carlo has friends.



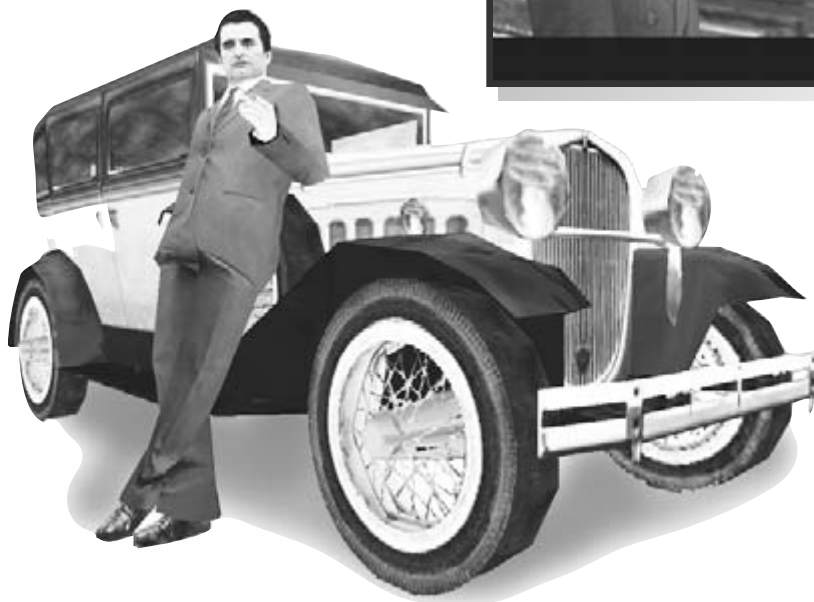


Three thugs come for you. Kill them all quickly.

The thugs come from the far wall, near where you climbed down the fire escape. Two of them are armed with bats. The third has a gun. Count bullets, and kill the thug with the gun while he's reloading.

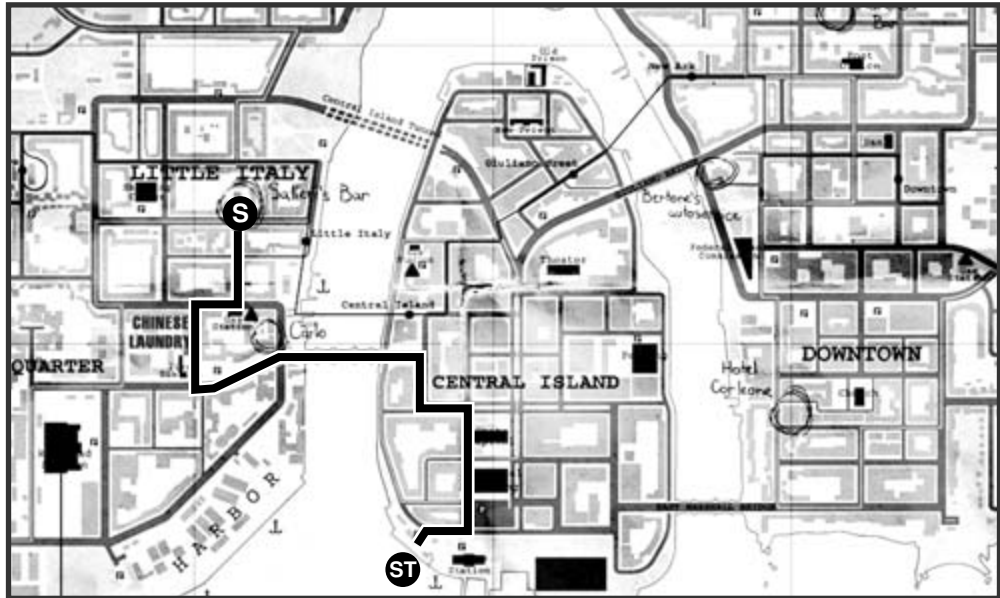
When the three are dead, the mission ends.

Tommy and Salieri chat outside Carlo's building, and the mission is a success.



MISSION 14: HAPPY BIRTHDAY!

The pressure's getting high, and the Don wants to weaken Morello by killing a city councilor he supports. Vincenzo and Salieri plan to assassinate the councilman at his birthday party, the guests of which will be other city officials who will get the message. Trick is, the party is being held on a steamboat in the harbor.



MISSION 14

S = Salieri's = Start

ST = Steamboat

Mission Objectives

- Drive to the boat landing.
- Board the steamboat without arousing suspicion.
- Find the gun Vincenzo planted on the boat.
- Kill the councilman.
- Escape from the steamboat.

Walkthrough

Vincenzo and Salieri explain the mission to you. Listen to them.

Vincenzo outlines what you have to do and where the gun is on the boat—the stern bathroom on the right-hand side. After you get your instructions, find Ralphy, who equips you with a Crusader Chromium Streak.



The dock is at the far end of Central Island.

Leave Salieri's and take the West Marshall Bridge to Central Island. Go over the bridge, turn right, and follow the map to the dock. Pull into the parking lot and walk around to the harbor side of the buildings.

The guards won't let you on without an invitation. Time for a disguise.

On the harbor side, bypass the dock and gangplank, and continue toward the phone booth. Go into the white building near the phone booth, take the door on the right, and go downstairs. Walk to the uniforms on the rack and press the right mouse button to put one on, then return to the dock area.



As a crewmember, you can board the boat with no problem.

When on the boat, turn left and take the first staircase ahead. Move toward the back of the boat on the next deck, turning right, then left down a short passageway.



The bathroom is locked.

At the end of the passageway, turn left, then left again to find the bathroom where Vincenzo hid the gun. It's locked, and the skipper has the key. Head back through the short passageway and turn left.

Go down the stairs near the two women talking.

The skipper is sitting in a chair against the wall on the right. When you talk to him, he tells you the lifeguard has the keys. Turn around and head toward the rear of the ship—a lifeguard in a striped shirt is walking toward you. Ask him for the keys twice.





Grab the bucket and head upstairs.

The lifeguard gives you the keys only after you promise to clean the bathroom. When you have the keys, continue to the door at the far end of the deck in the direction you were heading. Open the door, pick up the bucket, and go upstairs to the bathroom.

Scrub the bathroom, then get the gun.

Open the bathroom door, enter, and click the right mouse button. After Tommy's done cleaning, drop the bucket and pick up the gun from under the cabinet to your right. Exit the bathroom.



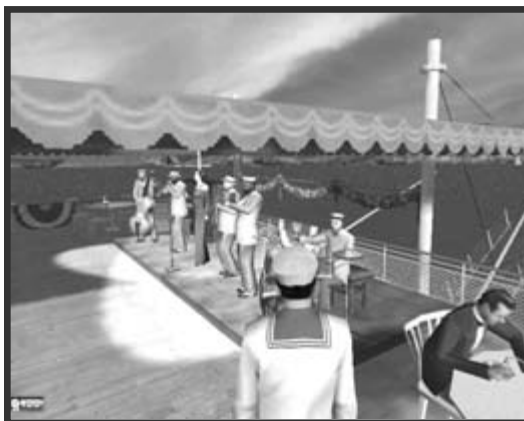
Give the keys back to the lifeguard.

Holster the gun and head below deck. Find the lifeguard and return the keys. Wait for the councilman to appear. Move to the front of the boat.



TIP

You can ignore the lifeguard's instructions to return the keys, but if he finds you, he could delay you and cause you to miss your opportunity to kill the councilman. Be safe rather than sorry, and return the keys.



Move around the ship, but stay toward the bow.

While you're waiting for the councilman to appear, size up your vantage points for the kill.

NOTE



There are two good spots from which to kill the councilman: the dance floor and the front gangplank. The dance floor offers a shot from close range. However, the councilman's bodyguards are nearby when he's making his speech, making getaway difficult.

The front gangplank (accessible from the bottom deck) allows protection and an easier getaway. It's a tough shot; the boat is swaying in the waves.

Choose your spot and get ready for the kill.

A cutscene begins, showing the councilman leaving his room. At that point, move to your spot and wait. Do not draw your gun until you're ready to fire; otherwise, the councilman's bodyguards will shoot you.



NOTE



One option is to get the gun and take out the councilman's bodyguards. One of them carries the key to the councilman's room. Kill the bodyguards, then go to the councilman's room and kill him too.

TIP

If you kill the councilman from the dance floor, do it from the right-hand side, as Paulie's boat is tied to the bottom deck on the right.



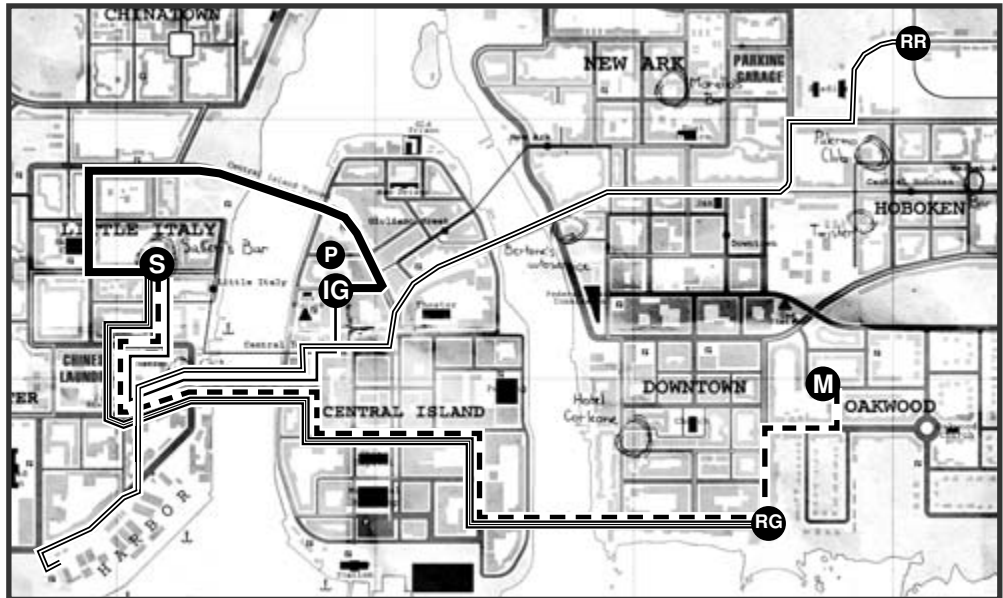
After killing the councilman, run to Paulie's boat.

Click the right mouse button at the rail to begin the mission's final cutscene. New Free Ride options have been unlocked.



MISSION 15: YOU LUCKY BASTARD!

The hit on the steamboat did exactly what Salieri wanted. No city official would dare make a move against the Don for fear of suffering the same fate. Salieri's not satisfied. He wants to make sure everyone in Lost Heaven understands his message. To do that, he's set his sights on Morello's younger brother, Sergio. Paulie has an idea about how he and Tommy could bump him off.



MISSION 15

- S = Salieri's Bar = Start
- IG = Italian Garden
- P = Phonebooth
- M = Morello Jr.'s Mistress's House
- RG = Rainbow Garden
- RR = Morello Railroad Assassination Attempt

- = Salieri's to Italian Garden (Trip 1)
- = Italian Garden to Salieri's
- - - = Salieri's to Morello's Mistress's (Trip 2)
- ==== = Salieri's to Rainbow Garden (Trip 3)
- = Harbor to Railyard

Mission Objectives

- Kill Sergio Morello Jr.

Walkthrough



Get your assignment, stop and chat with Luigi for a minute, then find Paulie in the back.

In the back, follow Paulie to Vincenzo's and get some heaters. Head down and get a car from Ralphie. He teaches Tommy how to steal a Terraplane. Get in and head toward the Italian Garden in Central Island.

Pull up near the phone booth outside the Italian Garden.

Paulie tells Tommy the plan. When he's done, walk to the phone booth and press the right mouse button to make the call.



Get in the car and speed away when the plan goes awry.

Paulie hits the wrong guy, and the two of you are now the target of three armed gangsters in a car. Head out quickly, and lose them in traffic.



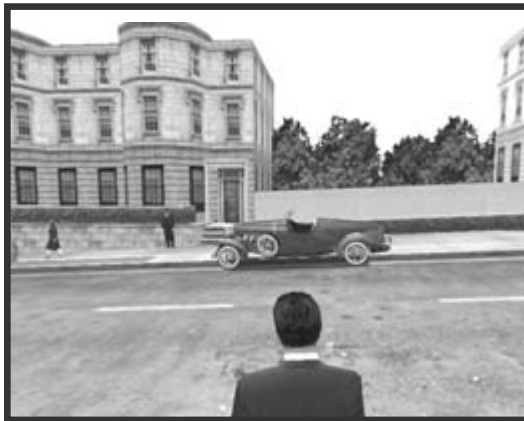


Let Paulie shoot. Make it to Salieri's while losing the car on your tail.

If you feel tough, find an isolated spot, get out of your car, and have a shootout with the other gangsters. However you do it, lose the gangsters and return to Salieri's.

Time to go for Sergio again. This time, Vincenzo has a plan.

Vincenzo and Salieri have another plan. This time, Tommy will plant a bomb on Sergio's car while he's at his mistress's house in Oakwood. Get the bomb and drive to the house, following the map. Use the East and West Marshall Bridges.



Approach the car with care—bodyguards are watching.

Walk to the car; if you run, you may bump it and bring the bodyguards running. Wait for the guard on the steps to go into the house, then crouch beside the car and press the right mouse button to plant the bomb. Return to your car to wait.

TIP

If you make noise, Sergio will flee, unsuccessfully ending the mission.



Whoops.

Sergio's mistress goes to the car, instead of Sergio. Back to the drawing board.



The new plan is a classic hit—Paulie jumps out with a gun and ventilates everyone.

Drive Paulie downtown to the Rainbow Garden restaurant. Check your map—you passed it on the way to Sergio's mistress's house. Use the East and West Marshall Bridges.

Paulie's malfunctioning gun means you have to run. Lose the car on your tail in traffic.

After Paulie fouls up the hit, head to Salieri's the way you came, using the traffic to lose the gangsters behind you. If you think you can take them, stop and have a shootout on the streets of Lost Heaven. Otherwise, lose them in traffic and return to Salieri's.



The final plan is to push Sergio's car into the path of an oncoming train.

This one goes wrong. Follow Sergio as he drives away. He's hustling, and you must keep visual contact with him during the chase. He's headed to the docks in the Works Quarter, so anticipate his path and turn off your speed limiter.



TIP

Don't stop for police who spot you speeding. Your car is faster than theirs, and you'll lose anyone who tries to catch you.



Despite earlier car chases, don't devote time or energy trying to wreck Sergio's car.

Keep a safe distance from Sergio's car, and stick to him through town and into the Works Quarter. Keep an eye on him by checking your map often. As you approach the docks, a cutscene begins.

Sergio warns his men you're coming. Take them out, beginning with the guy on your right.

After killing the thug on your right, kill the man with the Tommy gun in front of you, then the thug with the shotgun nearby. Use your car as cover. Kill the man behind the hedge with the shotgun. Collect all the weapons.





Advance slowly and stay to the left. Two trucks come out to greet you.

Keep your distance and kill the four thugs with the Tommy gun. Take your time and make your shots count. When they're dead, collect their weapons. Switch to a shotgun as your main long-barreled weapon.

Advance to the corner of the building to your right.

Crouch and look around the corner to the right. Switch to the Smith & Wesson Model 10 or Colt, and pick the thug off at a distance. Watch for another thug coming around the corner with a shotgun. Kill him. When they're down, continue forward, staying to the left side of the yard.



Kill the first man and turn around quickly.

Go up the stairs and kill the first man who exits the warehouse. When he's dead, turn around and kill the man behind you with the pistol, then turn again to kill the third thug in the distance ahead of you. Continue forward and kill the fourth thug coming your way.





Continue to the far end of the yard, toward the building with the red roof.

When you see the building ahead, crouch and creep the remainder of the way. Stick closely to the wall on your left.

Sneak up on the first guard, then kill the second one who's nearby.

Run to the building beyond and go into it via the door to your right, near the yellow barrels.



Use the first aid in the nearby room if you need it, then sneak up and kill the guard in the other room.

Go through the door at the end of the hall and get the first aid from the locker, then go into the room that was on your right as you came in. The guard doesn't notice you, so kill him with a shotgun blast. Grab his rifle.

Exit through the door in the room with the dead guard, and take cover behind the lumber pile ahead of you.

Kill the thug nearby with the Tommy gun, then collect it if you can do so without exposing yourself to the snipers on the cranes near the ship. Run to the lumber piles to your left.



TIP The railroad car with silver tanks on it near the first crane looks like good cover, but it's not. The tanks are full of gasoline and explode if too many bullets hit them.



Each crane has a sniper on it. Pick each sniper off carefully.

Pick off the first sniper, then the one on the next crane down the line. Sergio is inside the building to your right, but you can't get there until the snipers are dead.



Just past the third pile of containers is a man with a rifle.

Kill him and head to your right, keeping the warehouses between you and the ships.



TIP If you've been wounded by the snipers, there is some first aid in the second building down, along the waterfront.



Walk along the landward side of the warehouses to your right.

Go into the second warehouse. Kill the sniper on the third crane from the open doorway and the outside corner of the building. Move so you can see the fourth sniper, and kill him the same way.

TIP Use a combination of locations to kill the final two snipers. Never shoot from the same location twice, and you'll keep the advantage of surprise.





When all four snipers are dead, return to the building with Sergio's car in front.

Locate the railroad track switch in front of the building. Turn and go to the tanker cars near the back wall.

Turn this switch so the cars will turn and go to the building with Sergio's car in front of it.



Remove the block from in front of the tank car's wheels.

Kneel by the front right wheel and press the right mouse button to remove the block. The car begins rolling and smashes into the door of the building where Sergio's holed up. A First Aid Kit is on the building wall. Tommy can pick up and use the box of grenades on the train platform.



NOTE



If you get the tracks aligned wrong, the car will roll either into the first building or down through the ship yard. If this happens, readjust the track switches and remove the block from the wheel of the second car.



The car smashes into the door, and a cutscene begins.

After the cutscene, you begin at the corner of the building. It's time to kill Sergio.

Kill the thug in the doorway.

Advance inside the building after killing the thug on the left lumber pile. There are three thugs on your right with shotguns. One more comes at you from the left. There is a First Aid Kit in the room Sergio comes out of.



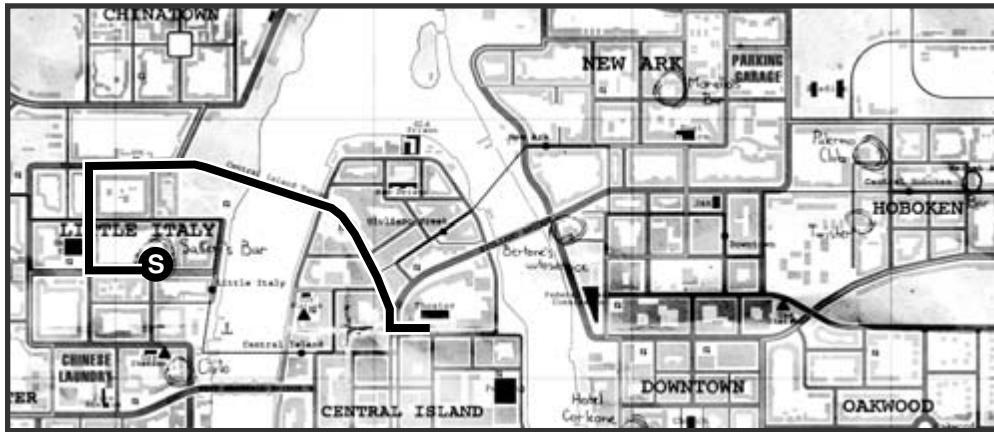
Advance down the center of the warehouse and kill Sergio.

Sergio's death begins a cutscene. Afterward, steal a vehicle in the shipyard and return to Salieri's Bar, or pay Lucas Bertone a visit. Exit the yard with caution—other thugs chase you, and a couple are placed near the entrance. Smash through them and go through the gate to the yard.



MISSION 16: CRÈME DE LA CRÈME

With Sergio dead, Don Salieri wants to send a final message to anyone who would mess with him—by killing Morello. According to Paulie, Morello will be at the theater on Central Island tonight. You, Paulie, and Sam will go there and kill him as he comes out. He'll be in a white suit.



MISSION 16

S = Salieri's to Theater

Mission Objectives

- Kill Morello.

Walkthrough



Get your assignment, then pick up weapons from Vincenzo and a car from Ralphy.

Collect your gear, then head to Central Island via the tunnel. Your arrival is time sensitive, so don't attract attention or damage the car.



TIP You need a meaty car that offers speed and protection. Go for the Terraplane or the Silver Fletcher that you stole from the councilman's home.



When you get to the theater, the show is over, and you have to chase Morello.

Turn off your speed limiter and hit the gas. Morello's car has a lot of horses under the hood, and you need all the horsepower you've got to catch him.



Keep an eye on him with the map, but stay close to Morello at all costs.

Don't worry about the police; stick to Morello. He's headed out to the country, via Hoboken. Morello's car is armored. Damage it is by smashing into it, or causing it to crash.

TIP You can actually kill Morello here by letting Paulie and Sam shoot him as he is leaning out of his car window shooting.



The mission ends one of two ways at this point.

It's a coin toss as to which way the mission ends—either at the airport or on an unfinished bridge over a ravine. First, the airport scenario.





When you pull in, your car dies.

Jump out and run when the car cuts off. Head to the left of the hangar ahead of you and draw your shotgun.

Kill Morello's two goons.

When Morello's bodyguards are dead, run toward the plane. Get in the car with Paulie and Sam.



Shoot at the plane's engines on either side as Paulie drives.

Watch the damage meter at the top of the screen, and fire your Tommy gun at the engines. The car stops, and a cutscene begins.





Morello goes out in a blaze of glory.



Alternatively, Morello may skip the airport and continue driving.

Follow him as he turns left and heads into the hills. Cut across the grass on the first right turn, and stay ahead of him. This is difficult as he has a head start and a faster car. He won't leave the main road.



TIP Keep in visual contact with Morello's car. If you lose sight of him for over 20 seconds, Morello escapes and the game ends.



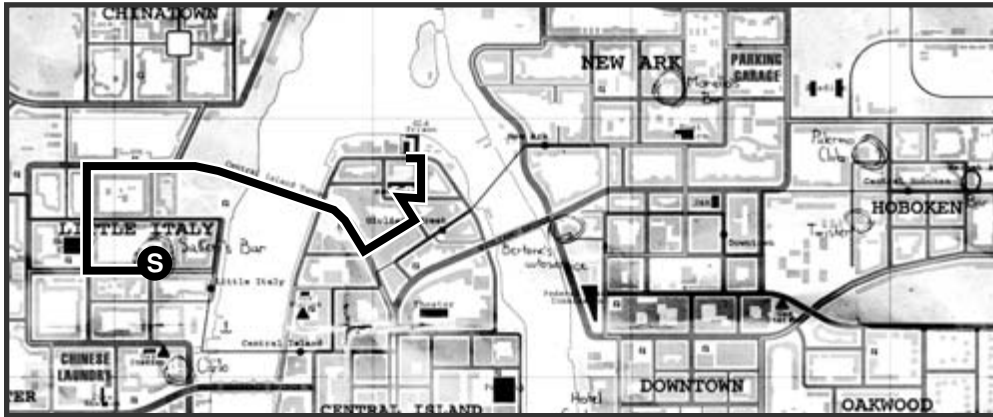
Morello's car is forced to stop on a half-built bridge. Tommy slams on his brakes, but accidentally bumps Morello's car. Tommy, Paulie, and Sam watch Morello's car go over the bridge. A cutscene begins.

When either ending is done, take Paulie and Sam to Salieri's. Visit Lucas Bertone for an optional subquest.



MISSION 17: ELECTION CAMPAIGN

It's time to put down Salieri's political opponents. With a corrupt politician pulling his own criminal strings, Salieri assigns Tommy the job of killing him during a public speech. The murder has to be big and bold, a clear sign of power from Salieri.



MISSION 17

S = Salieri's to Old Prison

Mission Objectives

- Kill Sewer, the politician, at a public speech.

Walkthrough



Get your assignment, then pick up the telescopic Mosin Nagant rifle from Vincenzo and a car from Ralphy.

Vincenzo's made this one special for the job. Ralphy teaches you how to steal a Wright Coupe. Drive to the old prison at the end of Central Island via the tunnel.



Park on the street and walk back to where the sewer worker is standing.

Kill the worker and hide the body in the sewer by pressing the right mouse button.



Walk to the far ladder and climb into the prison yard.

Inside the prison grounds, turn around, go around the corner, and walk along the wall until you find the door. Go inside.

Walk through the room and turn left. Go through the door and have your gun drawn.

Walk through the hall and go up the stairs in the far right corner.





Kill all four thugs on the floor.

After the four goons are dead, continue to the far end of the hall and go through the outside door. Turn left and go to the third floor. Take the first door on your left.

Go through the second door and plug the bad guys.

Wait for them to come to you. Three more wait around the other side of the door. They come over one by one. Kill them and pick up all their guns.



Continue to the far end of the hall.

Kill the man with the baseball bat who comes at you from the right, then the two men with guns who come out the door at the far end. Collect the shotgun and continue through the far door.





Turn right and continue down the hall.

Be ready—a thug is through the far doorway ahead. Load the shotgun.

Turn the corner and kill the man in the cage.

Continue ahead and turn right. The tower is ahead on your right, but it's loaded with gangsters.



Three thugs wait on the first three flights of stairs.



Play peekaboo with the thug at the top of the first set of stairs and kill him. Shoot through the chain link fence on your left and kill or wound the second. Finish him by the time you get to the first landing, and kill the gunman on the next landing.

NOTE



Hustle. The politician won't speak forever. If you take too long, the mission will end unsuccessfully.

One man is left, and he's got a shotgun.

Continue up the steps and kill the thug with the shotgun. Go up the tower steps and through the blue door at the top.



Take aim carefully.

From your vantage point, use the rifle's sniper mode to target the politician. The sight sways with Tommy's breath, but try to shoot when the vertical line in the middle is at the base of your target's skull. If he goes down, but is not dead after the first shot, shoot until he's dead.



Success.

Head downstairs to escape.



Go down to the floor where you met gangsters. You've got some housecleaning to do.

The sewer isn't a viable exit anymore, so head downstairs and go through the door at the far end of the hall.



Go through the door and hallway, and make a right.

From a short hallway, open the barred door and continue forward. If a gunman comes out of the room on the right, kill him. Otherwise, have a powerful gun loaded and ready.

Peek in the door to the right and kill the two thugs inside.





Go on the balcony and kill the four guard dogs.

Vicious dogs guard your only way out. Kill them all, go inside, and return to the tower.

Take the steps down to the basement.

Beside the steps you took up to the top, there is another set leading down. Go down and out into the courtyard.

NOTE

If you beat up the sewer worker at the beginning of the mission, he'll be waiting for you outside with a policeman.



Shoot the lock off the door at the far end of the yard.

NOTE

As an alternative way of breaking the padlock, you can use the crowbar.



Holster your weapon and exit the jail. Get back into your car and return to Salieri's. Optionally visit Lucas Bertone.



MISSION 18: JUST FOR RELAXATION

Salieri's next mission is not the kind of mission he usually assigns—steal a truckload of cigars from the shipyards. Not one to question Salieri's wishes or authority, Tommy goes along with the plan, despite his misgivings.



MISSION 18

- S = Salieri's Bar = Start
- T = Truck at Harbor
- C = Cigars
- W = Warehouse (End)

- = Salieri's to Meeting Place
- = Meeting Point to Harbor
- = Truck Route

Mission Objectives

- Steal a truck from the shipyards.
- Load the truck with cigars.
- Take the cigars to Salieri's warehouse.

Walkthrough



Get your assignment, car, and weapons, then head toward the Works Quarter to drop off Sam.

At the spot, Paulie tells Sam and Tommy about his plan to rob a bank—without the Don's blessing. Sam and Tommy talk him out of it. After the cutscene, get back into the car with Paulie and drive to the shipyards.

Wait for the truck to come out, but don't attract the guards' attention—they remember you.

Follow the truck as it drives on its delivery route. When it goes into the warehouse, drive down the street, turn the corner, and block the road with your car.



NOTE

Go into the warehouse and optionally kill everyone. Paulie won't like it, but he'll help. If anyone escapes, they'll call the police, and you'll be a wanted man.



When the truck stops, shoot in the air to scare the driver.

Holster your gun when the driver gets out of the truck, and punch him until he drops the papers. Pick them up, get into the truck, and return to the harbor to get the cigars.

NOTE

A gangster comes around the corner from the direction of the warehouse and takes a shot at you and Paulie. Paulie cuts him down with a Tommy gun.



Show your papers to the guard at the entrance to the shipyard.

When the guard is convinced you're legit, continue forward to the first warehouse on your left. Back the truck to the loading dock. The cigar crates are marked "Scorsese Import-Export." Don't go for them yet—the foreman has orders that no one touches the cigars.



The door is open, and the foreman is waiting.

Talk to the foreman. He tells you to carry all the crates beside the warehouse behind you to the Dispatch Hall, which is also beside the warehouse. He leaves, giving you time to get the cigars.

Talk to the laborers between the warehouses.

The two men carry crates for you. When they do, return to the cigars and begin loading them. Watch for the foreman.





Don't load cigars when the foreman returns—you don't have the right paperwork.

If the foreman returns before you're done, go down and help the other workers move the crates.

NOTE

If the foreman spots you with the cigars, he raises an alarm. That's a bad thing—the shipyard is crawling with guards.

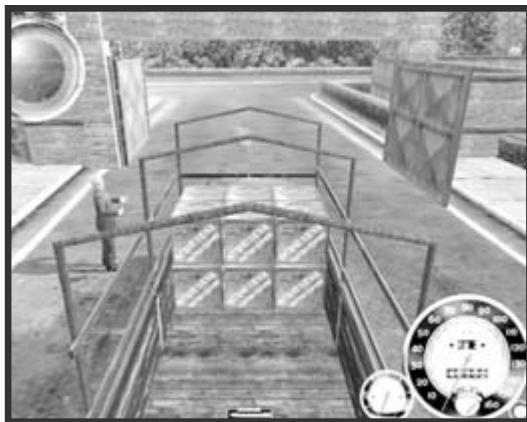
Return to the cigars after you move the crates.

Talk to the gentleman at the train. Talk to the foreman again. Tommy tells him that the boys at the train need his help.



Load the truck when the foreman leaves.





Drive out of the shipyard, but be ready for a chase.

Your ruse is discovered at the gate. Gun the engine and get out of there. Drive to the meeting place, and make sure your speed limiter is off. Up to three cars full of guards from the yard are tailing you.

The truck is tough—use it to destroy the cars.

Smash into your pursuers and cause them to crash. Fewer survivors means fewer guards shooting at you later. Use the same path back to the meeting place.



Eight guards follow you into the meeting place.

Stop the truck, jump out, and shoot at everyone except Sam and Paulie. After they're dead, Tommy and Paulie take the truck to Salieri's warehouse.

TIP

If there are cars in front of the exit to the meeting place, you'll have to move them to leave. If the police spot you during the shootout, they'll try to arrest you, and chase you when you go.



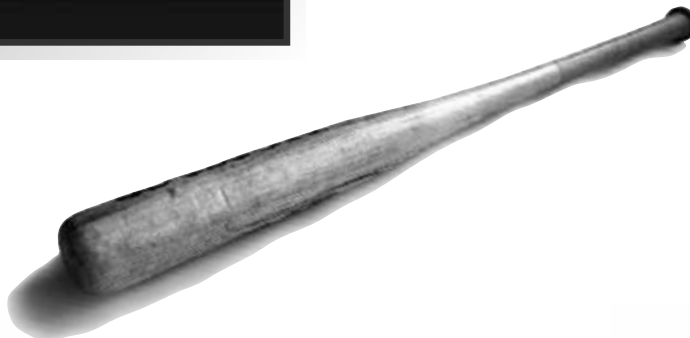
Drive to Salieri's warehouse in Hoboken.

Don't rely on any set path back to the warehouse—use the best one available. Stay under the speed limit, and don't attract attention or do too much damage to the truck.



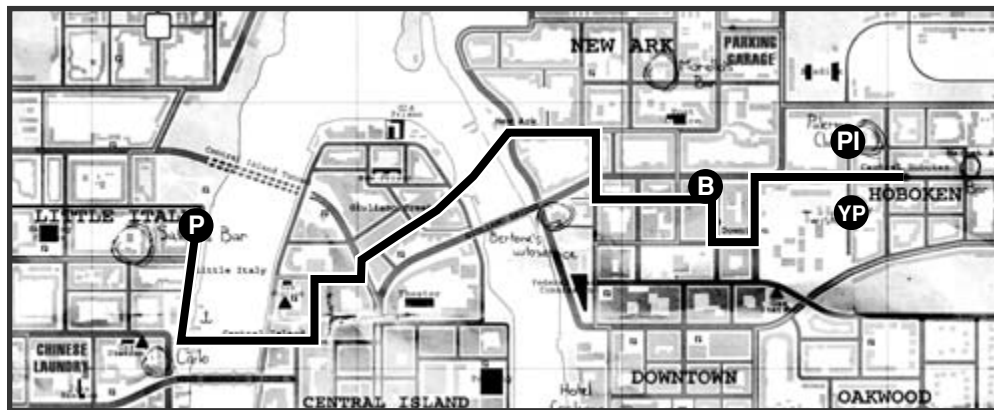
The arrival at the warehouse starts a cutscene.

Paulie and Sam discover that these cigars aren't just cigars. Tommy realizes that Salieri is playing them for fools, having them risk their lives so he can get rich. That's not what Tommy signed on for.



MISSION 19: MOONLIGHTING

After realizing that Don Salieri has been using Paulie, Sam, and himself for personal gain, Tommy reconsidered Paulie's offer to do a bank job by themselves for themselves. It would be nice to stash money for the later years.



MISSION 19

P = Paulie's apartment
B = Bank

YP = Yellow Pete
PI = Palermo

Mission Objectives

- Learn about Paulie's plan.
- Get guns and a car.
- Rob the bank.

Walkthrough

Tell Paulie you're interested, then follow him to the Little Italy train station.

Ride to the Downtown station. It's four stops away. Talk to Paulie on the ride—he's starting to feel his age.



Listen to Paulie's plan in the bank.

It's complicated, so pay attention to Paulie's plan for both inside and outside the bank. Afterward, go to Hoboken and get weapons from Yellow Pete, then get a car from Lucas.

**Ride the train to Hoboken.**

Go up the boarding ramp you came down from the Downtown train station. Get on the train and ride to the next stop, Central Hoboken.

Go down the ramp and follow the map to the old Twister Theater.

At the base of the ramp, turn around and walk in the opposite direction from where the train came. Cross the street, walk through the alley, then turn left. The Twister is ahead on your left. Go around to the side door, and press the right mouse button to knock.



CAUTION!

Check before crossing the street; Lost Heaven drivers are known for taking out pedestrians.

Get all the guns you can carry from Yellow Pete.

Grab a Tommy gun, as well as the 27 Magnum, and a variety of others.



Get a car. Either steal one or visit Lucas Bertone.

If you steal a car, make sure it's fast. If you visit Lucas, he'll send you on a subquest to pick up a Trautenberg Model J. Either solution is acceptable. Return to Paulie's apartment.

TIP To steal a car, head toward Downtown and Central Island, rather than Hoboken. Better (and faster) cars are parked along the streets. Try for a Silver Fletcher.



Park outside of Paulie's and sound your horn.

Wait for Paulie to come down to the car. When Paulie gets in, drive to the bank. Use your speed limiter, and don't attract attention. Park near the front door.





Go into the bank with Paulie.

When Paulie goes in and starts shouting, kick in the door at the far end of the counter, run behind the counter, and grab the keys on the shelves. Watch for a guard who comes out of the door to the right of where the keys are kept. The police arrive in five minutes.

CAUTION!

Some guards try to attack Paulie and Tommy while others cover in fear. Be ready for a guard to shoot at you.

Run through the door near the shelves and up the stairs.

Kill the guard at the top landing and turn left at the intersection. The manager's office is the first door on the left.



Run to the manager and talk to him.

Get the keys out of the cupboard and exit the office, heading back the way you came. Kill the guard in the hallway and head to the basement.



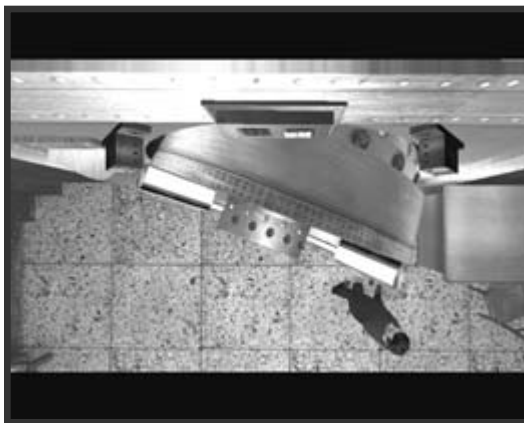


Kill the guard to your right at the bottom of the stairs.

Turn right and shoot the guard behind the bars. Advance through the metal bar door ahead of you and turn right at the end of the hall.

Continue along the corridor until you come to the outer door of the safe.

Kill the guard stationed outside the metal bar door. Proceed through the door, walking toward the safe.



A cutscene begins, showing Tommy opening the safe.

Tommy cleans out the safe on his own. Run when you regain control of him.

Get out of there.

If you have taken out all the guards on the way down to the safe, no more guards will appear on the way back up to Paulie. Get upstairs. Collect Paulie and get into the car.

CAUTION!

If you don't make it out of the bank in five minutes, the police arrive. You'll then have to fight your way out through eight officers.



Drive to the Palermo in Hoboken.

The police show up. Do your best to elude them and use oncoming traffic as a weapon. When they're no longer behind you, go to the Palermo.



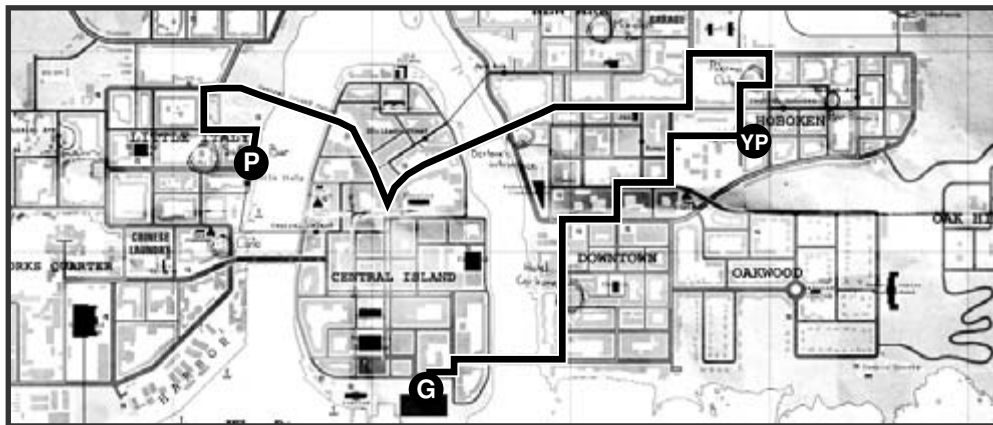
Drive into the building and get out of the car.

A short cutscene begins as Paulie and Tommy congratulate one another.



MISSION 20: THE DEATH OF ART

Tommy makes a gruesome discovery the next morning—Paulie's dead from a shotgun blast to the chest. Sam tells Tommy he has to disappear—the Don found out about the bank job and wants to make an example of both Tommy and Paulie. It's time to go underground.



MISSION 20

P = Paulie's apartment = Start

YP = Yellow Pete

G = Art gallery

Mission Objectives

- Meet Sam at the city art gallery.
- Live to see another day.

Walkthrough

Leave Paulie's apartment and head for the street.

Don't linger—the police are on their way and assume Tommy killed Paulie, meaning they shoot first and ask questions later. If you run downstairs when you regain control of Tommy, you'll pass the police on their way up.





Steal the Police car in front of Paulie's apartment building, and head for Hoboken.

Make a stop before visiting Sam. Sam might be out to kill you, so go to Yellow Pete and arm yourself.

TIP Turn on your speed limiter and carefully drive. Don't get pulled over by the police.



Grab every gun you can carry.

After you get the guns from Yellow Pete, get in the car and head to the art gallery. It's on Central Island, where you met Little Tony in Mission 10.



Drive up to the doors of the art gallery.

Park outside. This way, if you carry a rifle, cops on the street won't spot you. Run to the gallery door.





Your gut instinct was right—the cutscene reveals that Sam is here to kill you.

Kill everyone in the gallery. When the cutscene is over, crouch.

Kill the two thugs to your right.

Use your Tommy gun. It's your best friend in the gallery.



Run into the alcove past the two gunmen, and wait for more thugs to come.

Three men come. After they're dead, go upstairs on your right and proceed through the wing of the gallery.

Pass through two rooms, then turn left.

Shoot the two gangsters in the next room from a distance. Proceed into the room. Crouch and creep into the doorway. A thug appears across the lobby and shoots at you with a Tommy gun. Don't return fire, but make sure your gun has a full clip.



Head to your left, crouch, and kill the gangsters in the corridor ahead.

Aim for the gangster with the Tommy gun first, then the other three. When they're dead, run down the stairs in front of you, across the landing, and up the other flight of stairs. A grenade lands behind you as you run, so hustle.



Turn at the landing and kill the two gangsters who enter from the left.

When they're dead, advance to the doorway they came through, turn left, and ascend the stairs. A cutscene with Sam begins.



After the cutscene, run down the stairs to where you were.

At the bottom of the stairs, turn and kill the two gangsters. One with a shotgun is on the upper balcony while another with a Tommy gun shows up from the left.



Climb the stairs, but stay left.

Turn the left corner and climb a couple more steps, staying on the left. Turn and kill the thug across the way on the upper level. If either statue is in the way, shoot it until it crumbles. After the thug is dead, continue up the steps.

Kill any thugs you can see in the rotunda ahead of you.

When all the gangsters ahead of you are dead, creep up the final stairs, peek around the left corner, and kill the two gangsters waiting there. Look into the rotunda on your right and kill any remaining gangsters. Collect any Tommy gun ammo you find.





Continue along the hallway and go around the far side, opposite the rotunda.

Round the last left corner. There is an opening to the right. Run forward, dash into it, then out again, and continue running to the far corner. A grenade drops behind you and explodes. Return to the opening and climb the stairs.

Turn on the stairs and kill the gangster above.

Return to the base of the stairs and use the first aid if you need it. Continue on your previous path in the hall. Turn at the corner and continue until you reach a door on your right.



Be careful—there are four thugs inside.

Two goons are directly ahead, and the other two are on your left. Stay in the doorway and kill them all. Proceed through the room and collect any Tommy gun ammo you find. Run through all three rooms, but pause at the doorway to the right in the final room.



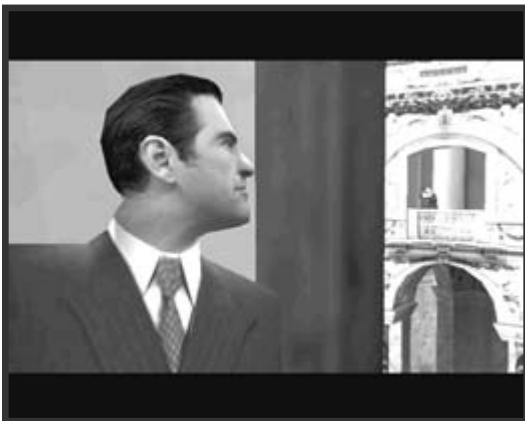


There are two thugs in this room hiding behind the sofas.

Wait for the first gangster to stand up, then kill him. Proceed ahead and kill the second gangster, who's behind the second set of sofas on the left.

Head upstairs to find Sam.

Tommy spots Sam running away, and two goons with Tommy guns open fire. Take them both out. Go through the door at the far end of the room, and go up the stairs ahead and to your left. Go through the door with the busts on either side.



Make a right and run to the rotunda.

A cutscene of Sam and Tommy begins, with the two on opposite sides of the rotunda.

After the cutscene, crouch and play peekaboo with Sam.

Win this battle by getting Sam to waste bullets. Attack after you hear a long burst of bullets from Sam. Fire continuously at Sam—empty the clip on him.

NOTE



You only need one lengthy attack on Sam to make him run away.



Follow the trail of blood.

If Sam doesn't fire back at you after an extended period of time, head back the way you came. Follow the trail of blood, and shoot Sam when he pops out from the corner ahead.

A lengthy cutscene begins.

Sam and Tommy have one final conversation, with Sam goading Tommy because he's too soft.



Ultimately, Sam is proven wrong about Tommy.



The cutscene with Norman leads to the epilogue.



Don Salieri's final fate is revealed, but so is Tommy's.





10. SUBQUESTS AND MORE

Getting the Nice Cars

Lucas Bertone always has a job for you.

After the race in Mission 6, Tommy visits Lucas Bertone on occasion to learn how to steal cars. Unlike Ralphie, Lucas has access to and knowledge about the best and flashiest cars in Lost Heaven, and his subquests afford you the chance to build up the Don's fleet.

To start the various subquests, visit Lucas when prompted. Walking up to Lucas begins his action, teaching Tommy how to break into and steal a particular model.

After you steal a car, drive it to the garage behind Salieri's Bar, and Ralphie takes it from there. Spot the cars later in the game parked inside in a nice row, where they are available for use in missions.



CARS AND LOCATIONS

To get the cars, drive or take some other form of transportation to the location about which Lucas tells you. If you drive, don't worry about leaving the other car—someone will return it to the garage for the Don.

FAVORS FOR LUCAS

Starting with the subquest after Mission 9, Lucas asks Tommy to do him a favor before he tells him the location of the cars. The consequences of short missions are the same as larger ones—Tommy can die, be injured, or the police can catch him.

You fight, lose pursuers, and interact with people to complete the subquests. If you fail a subquest, you are shunted back into the main gameplay, and that particular car is not available to you without reloading the previous mission and beginning the subquest again.

Use the map function to view subquest locations.

Cars Tommy Can Steal in Subquests

Mission	Car	Location	Special Action	Caution
Mission 6	Lassiter v16 Phaeton	Behind Municipal Building	None	White-shirted patrolman walking around car park where Lassiter is parked.
Mission 9	Ulver Airstream	Oakwood	Warn Lucas's buddy about police	—
Mission 10	Thor 810	Oak Hill	Beat up bouncer	Guards near house
Mission 15	Bruno Speedster 851	Garage on Central Island	Take Lucas's friend to hospital	—
Mission 16	Celeste Marque 500	Downtown	Get rid of car for Lucas	Owner of car nearby
Mission 17	Lassiter v16 Appolyon	Oak Hill	Pick up Lucas's friend in works quarter	Witnesses near car
Mission 19	Trautenberg Model J	Oakwood Junior High	Deliver a package for Lucas	Follow car to steal it
Mission 20	Thor 812 Cabriolet	Used car dealer near Chinatown	Follow prostitute to apartment	Dogs guarding car

NOTE

Cars being repaired on ramps are not up for grabs.

FREE RIDE

Throughout the game, you'll unlock options of the Free Ride mode by successfully completing missions. In Free Ride, Lost Heaven is populated heavily with gangsters,

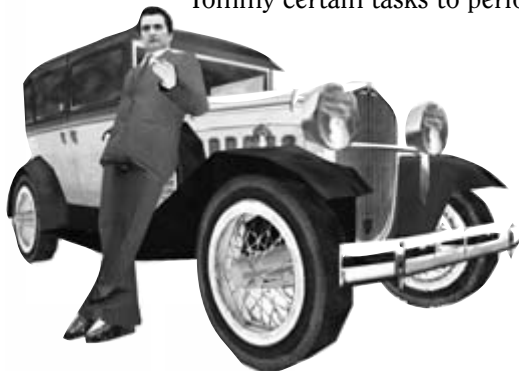
and you'll earn \$500 for each one you knock off. You can use this money at Lucas Bertone's to repair car damage, at the hospital to regain your health, or at Yellow Pete's to buy weapons.

Special tasks unlock cars in this mode, while Tommy can earn money as a cabbie or by killing other gangsters. Cab fares vary, and you can earn more money by destroying other cars and completing the tasks.

FREE RIDE EXTREME**One of your many guides in Free Ride Extreme.**

When you complete the game, you unlock the Free Ride Extreme option under the Free Ride selection. You'll begin Free Ride Extreme in a house in Oakwood. Walk outside and find the man waving his arms at you. He's one of 19 identical men located throughout the town who will give

Tommy certain tasks to perform.



INDEX

A

A Way Out missions, 129–184
 AB icon, 13
 action button, 13
 alcohol. See liquor
 allies, Tommy's, 6–9
 An Offer You Can't Refuse mission, 34–40
 Angelo, Tommy. See Tommy Angelo
 automobiles. See cars

B

bank, recovering account books from, 107–115
 bank robbery, 170–175
 baseball bat, 18
 Bertone, Lucas, 8, 185, 186–187
 Big Biff, 10, 77, 107
 Billy, 9
 Blackhawk, 55
 Bolt flatbed truck, 28
 Bolt Model B, 24
 Bon Appetit! mission, 129–135
 bootleggers, 103, 123
 borrowing cars, 14
 brass knuckles, 18
 bullets, 20, 61, 124

C

car chases, 30, 32–33
 Carcyclopedia, 23
 carjacking, 14
 Carlo, 129–135
 Carrozella C-Otto, 29
 cars. See also driving
 borrowing, 14
 choosing, 23–24
 crashing, 13, 36
 descriptions of specific, 24–29
 driving, 13–16, 24
 gauges in, 13, 14
 getting specifications for, 23
 losing control of, 70
 proving ownership of, 31
 racing, 72–75
 repairing, 187
 stealing, 14, 29, 31, 185–186
 unlocking, 187
 using handbrake in, 13, 15

Central Island, 5

characters

 neutral characters, 10–11
 Tommy's allies, 6–9
 Tommy's enemies, 9–10

chases, car, 30, 32–33

Chinatown, 5

church massacre, 98–99

cigars, stealing, 164

city councilman, killing, 136–141

Clark's Motel, 57

climbing, 13

Colt revolvers, 19, 20

compass, 13

Cosa Nostra, 1–2, 4

councilman, killing, 136–141

crashes, car, 13, 36

Crème de la Crème mission, 153–156

cross icon, 14, 43

crowbar, 18

Crusader Chromium, 26

cutscenes, learning from, 4

D

damage meter, 13, 128

Death of Art mission, 176–184

Detective Norman, 1–2, 9, 184

Detective Special, 19

direction buttons, 12

Don Morello. See Morello

Don Salieri. See Salieri

Downtown, 5

driving, 13–16, 22, 31, 68, 69

drugs, 4

dying, 2. See also killing

E

East Marshall Bridge, 39

Election Campaign mission, 157–163

enemies, Tommy's, 9–10

epilogue, 184

F

Fair Play mission, 66–71

Falconer cab, 25

families, organized crime, 5. See also Morello; Salieri

fighting, 17, 48

first aid kit, 62, 131, 150

fist, 17

flight school, 114

Frank, 7, 107

Free Ride Extreme option, 187

Free Ride mode, 31, 187

friendly fire, 125

fuel gauge, 13

funeral, 97

G

gambling, 4

gangsters, killing, 57–65, 187

Giuliano Bridge, 39

goals/strategies, 30–33

Great Deal mission, 123–128

grenade, 19

Guardian Terraplane, 26, 154

gun icon, 15, 45

guns. See also weapons

 aiming, 20

 attacking police with, 15

 holstering when walking, 13

 learning characteristics of, 19

 learning to hear, 127

 reloading, 20

H

handbrake, 13, 15

handcuffs icon, 15, 45

Happy Birthday! mission, 136–141

headlights, driving without, 68, 69

health meter, 13

hearse, 99

Hoboken, 3, 5

Hotel Corleone, 7, 88

hotel manager, killing, 88–91

I

Idiot Joe, 11, 107

Italian Garden, 142

J

Joe, Idiot, 11, 107

Just for Relaxation mission, 164–169

K

killing

 city councilman, 136–141

 corrupt politician, 157–163

 Don Morello, 153–156

 Frank, 107

 gangsters, 57–65, 187

 hotel manager, 88–91

 men in church, 98–99

 police, 112, 113

 Sergio Morello, 136–141

 snipers, 150

knife, 18

knuckle duster, 18

L

La Cosa Nostra, 1–2, 4

Lassiter, 28, 75

LHPD. See also police
 characteristics of, 5, 10
 role in game, 10
 territories controlled by, 5
 and traffic laws, 14–15

Life Gets Complicated missions, 76–128

lifeguard, 139–140

liquor, 4, 100–106, 123–128

Little Italy, 5

Little Tony, 10, 107

Lost Heaven

 exploring early in game, 31

 factions controlling, 5

 moving around in, 12–16

 population of, 11

 Salieri's control over, 4

 territory covered by, 5

 Tommy's desire to leave, 1, 2

 trains/trolleys in, 16

 ways of dying in, 2

 weapons used in, 17–21

Lost Heaven Police Department. See LHPD

Lucas Bertone, 8, 185, 186–187

Lucky Bastard! mission, 142–152

Luigi, 6, 8

Lupara shotgun, 21

M

Mafia

 backstory for, 1–4

 descriptions of characters in, 6–11

 free-form nature of, 30

 mission strategies, 30–33

 missions (See missions)

 movement/action in, 12–16

 structure of game, 1

 subquests, 185–186

 vehicles in, 23–29

 weapons/items in, 17–21

Manta Prototype car, 29

- map function, 39, 186
Michelle, 7, 75
missions
 backstory for, 1–4
 components of, 32
 failing, 33
 goals/strategies for, 30–33
 objectives/walkthroughs
 Bon Appetit!, 129–135
 Crème de la Crème, 153–156
 Death of Art, 176–184
 Election Campaign, 157–163
 Fair Play, 66–71
 Great Deal, 123–128
 Happy Birthday!, 136–141
 Just for Relaxation, 164–169
 Molotov Party, 51–56
 Moonlighting, 170–175
 Offer You Can't Refuse, 34–40
 Omerta, 107–115
 Ordinary Routine, 57–65
 Race Day, 72–75
 Running Man, 41–50
 Sarah, 76–87
 Trip to the Country, 100–106
 Visiting Rich People, 116–122
 Whore, 88–99
 You Lucky Bastard!, 142–152
 reward for successful completion of, 187
Model 10, S&W, 20
Molotov cocktail, 19
Molotov Party mission, 51–56
 money, 57, 170–175, 187
 Moonlighting mission, 170–175
Morello, Don
 fighting his thugs, 48
 killing, 153–156
 relationship with Salieri, 9
 territories controlled by, 5
 vandalizing his men's cars, 51–56
 younger brother of, 9
Morello, Jr., Sergio, 9, 142–152
Morello's Bar, 51
Mosin-Nagant 1981/30 rifle, 21
mouse buttons, 12, 13
movement, 12–16
 by car, 13–16
 on foot, 12–13
 by train/trolley, 16
- N**
Nagant rifle, 21
neutral characters, 10–11
New Ark, 5
Norman, Detective, 1–2, 9, 184
- O**
Oak Hill, 5
Oakwood, 5
objectives, mission. See specific missions
objects, interacting with, 13
Offer You Can't Refuse mission, 34–40
Old Prison, 157
Omerta mission, 107–115
one-way streets, 46
Ordinary Routine mission, 57–65
organized crime families, 5. See also Morello; Salieri
- P**
Paulie
 death of, 176
 description of, 6, 83
 and Moonlighting mission, 170–175
 and Offer You Can't Refuse mission, 34–40
 and Ordinary Routine mission, 57–65
pedestrians, hitting, 46
people, interacting with, 11, 13
Pepe's Restaurant, 129, 130
Pete, Yellow, 8, 170, 176, 187
phonebooth, 142
police. See also LHPD
 attacking, 15
 concealing weapons from, 13, 82
 escaping from, 15–16, 30, 46
 getting stopped by, 46
 killing, 112, 113
 territories controlled by, 5
police icon, 15
politician, killing corrupt, 157–163
power meter, 17
prosecutor, city, 116
protection money, 57
pump-action shotgun, 21
punching, 17
- R**
race cars, 29, 69, 70
Race Circuit, 66, 73
Race Day mission, 72–75
 radar, 14, 74
 railroad cars, 149, 152
 Rainbow Garden, 142
 Ralphy, 8, 67, 185
 red cross icon, 14, 43
 red lights, running, 46
 revolvers, 19, 20
 revs gauge, 13
 rifles, 21
Running Man mission, 41–50
- S**
safecracker, 116
Salieri
 bodyguard for, 129
 description of, 7
 final fate of, 184
 importance of pleasing, 4
 relationship with Morello, 9
 territories controlled by, 5
 Tommy's relationship with, 1–4
Salieri's Bar, 6, 8, 35
Salvatore, 116, 118
Sam, 6, 34–40, 57–65, 182–184
Sarah, 6, 75, 76–87
sawed-off shotgun, 21
Schubert Extra Six, 23, 25
Sergio Morello, Jr., 9, 136–141
sewer worker, 163
shooting, 20, 38
shotguns, 21, 103
sightseeing, 31
Silver Fletcher, 29, 154
Smith & Wesson revolvers, 20, 58, 63, 85, 91
snipers, 150
speed limiter, 15, 44
- speeding, 15, 24, 46
speedometer, 13
Springfield rifle, 21
stealing
 cars, 14, 29, 31, 185–186
 cigars, 164–169
 liquor, 100–106
 money, 170–175
steamboat, 136
strategies, mission, 30–33. See also specific missions
subquests, 75, 185–186
S&W revolvers. See Smith & Wesson revolvers
- T**
Terraplane, 26, 154
theater, 153
Thompson 1928, 21
Thor 812 Cabriolet, 27
ticket icon, 15, 45
tickets, 14–15, 45
Tommy Angelo
 allies of, 6–8
 backstory on, 1–4
 enemies of, 9–10
 final fate of, 184
 first job for Salieri, 51–56
 and Mafia missions
 A Way Out, 129–184
 Life Gets Complicated, 76–128
 Welcome to the Family, 34–75
 monitoring health of, 13
 moving, 12–13
 relationship with Salieri, 2, 3–4
Tommy gun, 21, 61
Tony, Little, 10, 107
traffic laws, 14–15, 46
trains, 16
Trip to the Country mission, 100–106
trolleys, 16
trucks, 24, 28, 115, 128
- U**
US Rifle M1903 Springfield, 21
- V**
vehicles, 22–29. See also cars
 choosing, 23–24
 descriptions of specific, 24–29
 repairing, 187
 ways of getting, 14, 186
Vincenzo, 7, 52
Visiting Rich People mission, 116–122
- W**
walking, 12–13, 31–32
walkthroughs. See missions
Wanted bar, 15, 16
warehouse, 100, 123
Way Out missions, 129–184
weapons, 13, 15, 17–21, 82
Welcome to the Family missions, 34–75
Whore mission, 88–99
works quarter, 5
Wright Coupe, 27
- Y**
Yellow Pete, 8, 170, 176, 187
You Lucky Bastard! mission, 142–152

